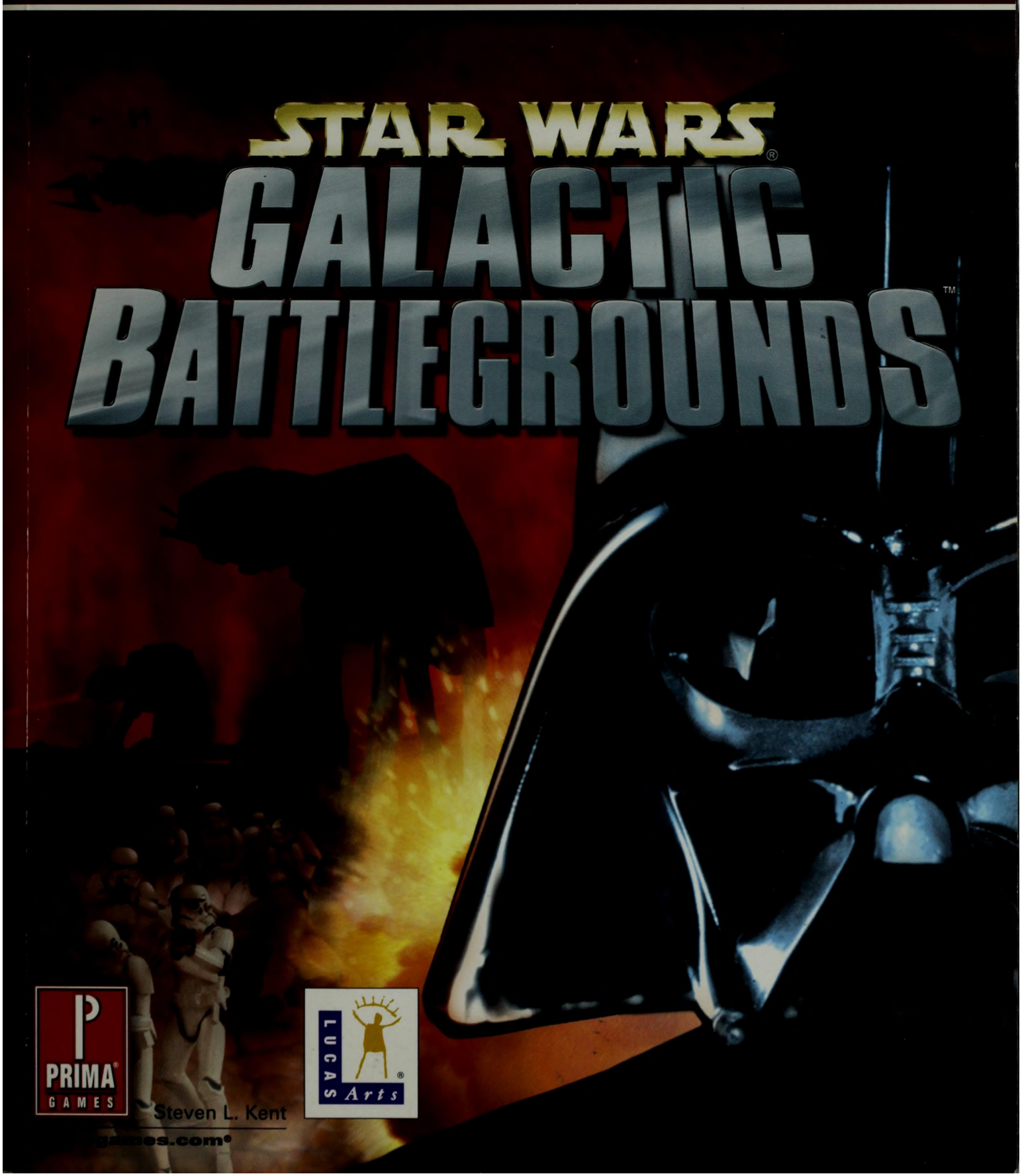
PRIMA'S OFFICIAL STRATEGY GUIDE

STAR WARS® GALACTIC BATTLEGROUNDS™



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STAR WARS GALACTIC BATTLEGROUNDS

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Steven L. Kent

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Dedicated to Leslie and Kitty Norris and the poetry of Wales.

STAR WARS GALACTIC BATTLEGROUNDS

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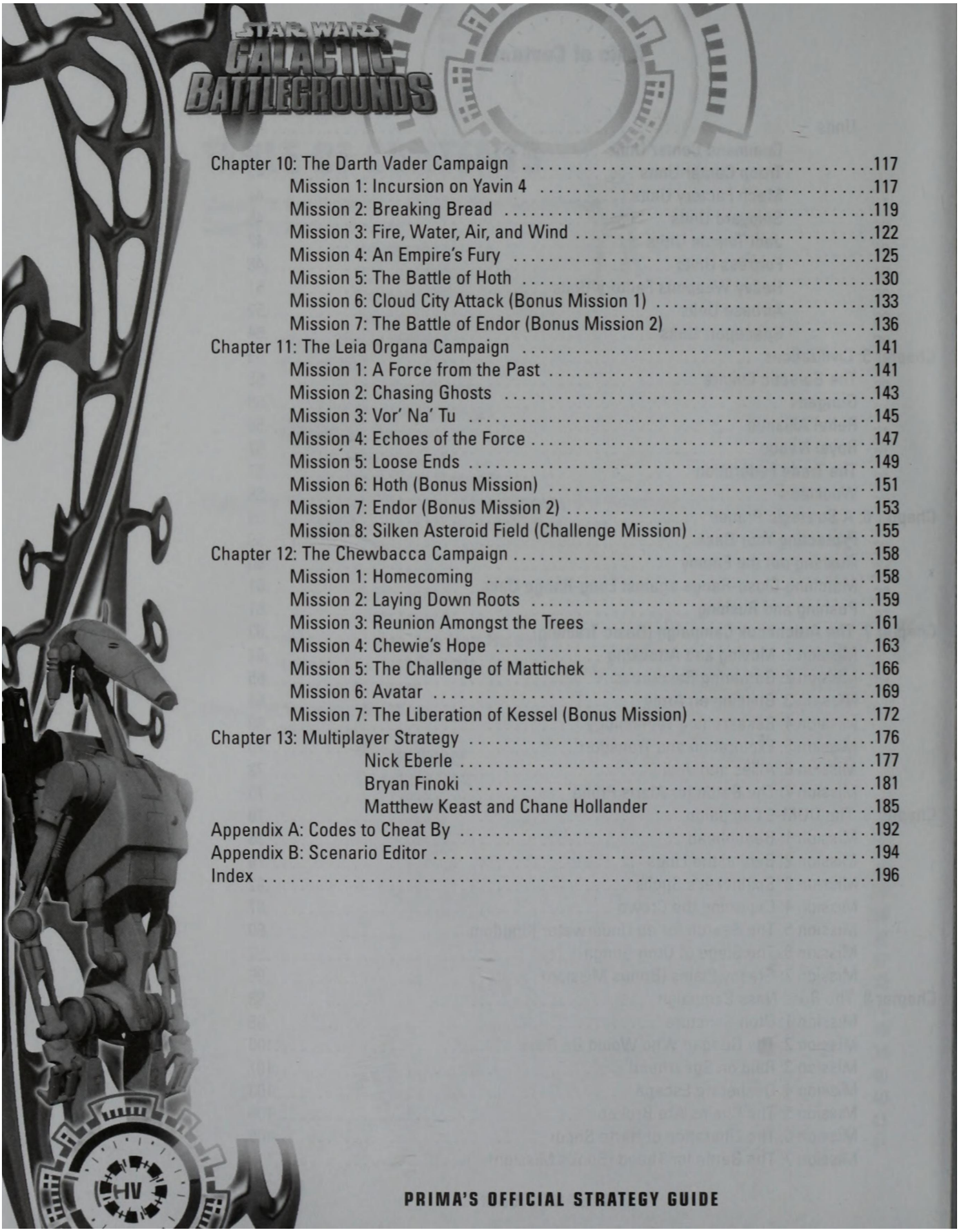

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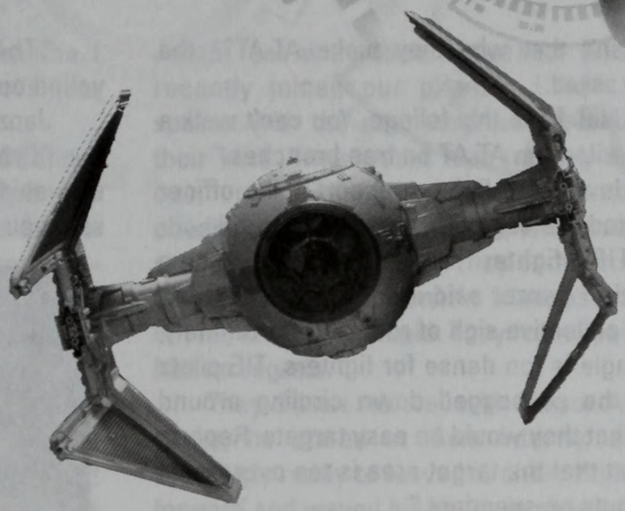


Chapter 1: Pax Empirica—The Wookiee Annihilation

The mission began with a briefing. They all begin with a briefing.

In the grand tradition of Imperial cruisers, the briefing area had gleaming white walls and floors like black mirrors. Two hundred of us clamored into our seats to watch the briefing. We wore uniforms, not armor. We would spend plenty of time in armor, later.

Captain Janzor switched on the holo display, and a giant planet appeared in the air above him. The crisp image, both solid and translucent depending on how closely you looked, rotated slowly, revealing green continents and clear blue seas that could have been on any of the more than a hundred planets I had visited. One nice thing about serving in the Imperial Navy is that you see the galaxy. Today you are in Yavin, tomorrow it is Hijarna, or the Cyax Stars. This time it was Kashyyyk. I had never heard of the planet before.

"Grand Moff Tarkin informs me that the cruiser will drop us here." A yellow dot appeared over one of the green continents on the planet's surface. "From here, we will march following these coordinates." As Janzor said this, a trail of white dots flashed to illuminate the path.

"March, sir?" one of the soldiers sitting near the front of the briefing asked.

"As you can see, Kashyyyk is covered with dense jungles. War center analysis suggests that we will be safer on foot than traveling in heavy transports on our approach. Our targets live in treetop cities, and transports would be vulnerable to traps." As Janzor finished this statement, an audible groan spread.

"Isn't that why they make AT-AT?" the officer asked.

"Useless in this foliage. You can't walk a 50,000-kilogram AT-AT on tree branches."

"How about fighter support?" the officer persisted. He began to sound concerned.

"TIE fighter support would seem sensible," Janzor said in a tired voice. There was a collective sigh of relief. "Unfortunately, the jungle is too dense for fighters. TIE pilots would be so bogged down circling around trees that they would be easy targets. Reports suggest that the target area is too overgrown for scouts on speeders."

The holo changed to show the image of a tall, two-legged creature covered by thick golden-brown fur from head to foot. It had a wide mouth and small black eyes. "Depending how big this thing is, I might give one to my little nephew for a pet," I whispered to Milo Strander, a solider I'd met when I joined up three years ago.

"This is a Wookiee," Janzor said, "the dominant species of Kashyyyk and the reason we get to visit the planet."

Strander raised his hand.

"What is it soldier?" Captain Janzor asked.

"How big are they?" Strander called back.

"Excellent question, Corporal." Janzor paused for a moment. "This is its actual size," he said stepping up beside the image. It looked to be about one and one-half times his size.

"So, Dower, you hate your nephew?" Strander asked.

"Stuffed," I said. "I meant after I had it stuffed."

The holographic image reached a hairy arm behind its head and pulled a bowcaster over its shoulder. It held the weapon properly, cradling the heavy shaft over one arm. "The Wookiees' weapon of choice is the bowcaster. Scouting reports suggest they make good marksmen.

"They look pretty stupid," someone yelled out.

Janzor stopped to smile.

"I've heard about Wookiees," someone else said. "From what I hear, they can't even say their own names."

"No, I don't suppose they can pronounce their names," Janzor said. The holographic Wookiee shook its head with angry movements and made a loud, whiny growling noise. "This is the full extent of their speech. Doesn't sound like much, but it appears that they communicate with each other.

"They have certain primitive capabilities. They can be trained to pilot a transport or a space barge. Word around Navy Command is that some Neimoidian trader crashed on Kashyyyk while transporting a herd of banthas. When the Trade Federation ran across his homing beacon a hundred years later, they found a new species: Wookiees."

"He's joking, right?" I asked Strander. "He's joking isn't he?"

Strander turned and glared at me, giving me one of those "shut up, idiot" stares. Come to think of it, the mouth and the fur on the

image did remind me somewhat of a bantha. I looked at Strander and said, "That's just not right."

On the way back to our quarters, Strander and I stopped by Trooper's Canteen—a cruiser bar made especially for elite forces. Strander was the new generation of soldier—a genetic clone, not that he believed it. Part of his genetic programming made him overlook the fact that 40 percent of all stormtroopers had his exact same face, hair, and voice.

Most clones also had the same build as Strander, something that gave me great comfort. Corporal Milo Strander has a square chest, thick shoulders, and sinewy arms. If he grabbed your arm and pulled you, his fingers left distinct bruises in your flesh.

The curious thing about cloned soldiers was that while the Empire created them all alike, they invented their own personalities as soon as they came out of the tube. Some became lazy and fat, some became machines of destruction and distinguished themselves in battle. No GeNode, the street name for genetically enhanced soldiers, ever retired from service.

"Those Wookiees sound like brutes," I said, as we walked into the bar.

"Wouldn't want to go toe-to-toe with one," Strander agreed. "Good thing we've got blasters."

We went to a small table at the back of the bar. Stormtrooper bars, like the service itself, are sparse, tight, and efficient. Retinal readers scan your eyes as you enter, cataloging your visits and keeping records of what you drink and how much. So do the waiter droids that tend bar during daylight hours. The human bartenders who serve drinks at night are more forgiving. For a few dozen credits, they slip you cheap Coruscant whiskey and report that you drank only beer.

Some soldiers showed up at the bar earlier than we did after the briefing. Captain Janzor sat with three sergeants who had recently joined our platoon. I had never spoken with the new sergeants, but I knew their kind. They would fear nothing and no one, give absolute and unquestioning obedience to superior officers, and run us foot soldiers into the ground. They came from the first generation of genetic Marines—tough, dutiful, cruel, and stupid. They felt no pain and had no regrets.

They did not mix well with Janzor. As they spoke, he stared at them intently, angrily, seemingly ready to leave his chair. He leaned forward and waved his hands in short, excited motions as he spoke; but he also used hushed tones so that no one could hear. Apparently the sergeants had a secret, one that they shared with Janzor. From the look of things, Janzor did not like what they had to say.

"Look at those GeNodes, Wayson," Strander whispered. "I'd kill myself if I were a clone."

"How you going to do it?" I asked.

Strander laughed. "You keep saying that. I wouldn't joke about that if I were you."

That was another thing about clones—they were genetically programmed to believe they were real people. Strander could sit at a table with five other Stranders, all identical in every way, and never notice that he was one of them. In fact, he was also programmed to be too polite to discuss cloning to other clones of his issue. "Smart programming," I thought. "Nothing beats it."

"Think they know they are clones?" I asked.

"How can they not know they are clones?" Strander asked. "They look exactly alike."

"Yeah, imagine that." Strander did not look like the sergeants. They came from an older, long-discontinued batch, a more vicious group. They had greasy black hair and cruel faces. Strander had thick blonde hair and

deep blue eyes. So did the six soldiers sitting at the table next to us. "So what if you did have to fight one?"

"A cloned soldier? No problem," Strander said. "They're not so tough."

"How about a Wookiee?" I asked. The waiter droid came and we ordered beer.

"That's another story." The droid came back with our drinks. "This isn't sport; this is war. They may be tall and strong, but blasters are a great equalizer. Wookiees are not bolt proof." Strander dropped his voice to a nearly inaudible hiss. "Besides, I've got this."

Strander sat with his hands resting palms down on the table. He rolled his right hand over, revealing a silver disk with fine red lines bisecting it. The circuitry etchings under the lines showed like blurs in the dim light of the bar.

"A hand bolt!" I said in amazement.

"A what?" Strander asked in a jovial voice, just in case anybody heard me. He leaned forward. "Wayson, keep your voice down."

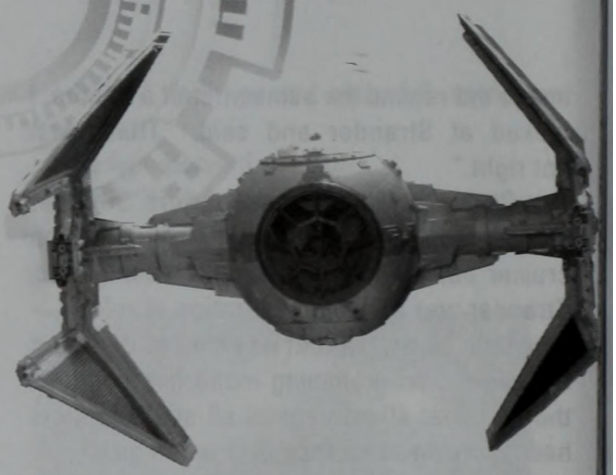
"That's a Vollusk hand bolt," I repeated.

"Is it? The smuggler who sold it to me said it is was an inflatable Star Destroyer."

"Strander! You can get two years in the brig if you're caught with those things," I said.

"And it would certainly serve me right," Strander took a deep breath. "Naughty, naughty me." He looked me right in the eye and smiled, but his voice became hard. "What do you think we are, Imperial Boy Scouts? If one of those hairy beasts gets its claws around you, it'll pull your head off, helmet and all."

"But they're not safe," I argued. And I was right. Vollusk hand bolts were mini blasters that had a nasty reputation for overheating and blowing up after one or two shots. Smugglers used them as a last resort when captured, and that kept the technology alive. Petty criminals and gang leaders used hand bolts because they were small and



cheap. They were a big commodity with Hutts, but the Senate banned them and violators faced fines and imprisonment.

"You'd rather wrestle with a Wookiee?" Strander asked.

"Got any more of those?" I replied when I considered his alternatives.

"Thought you might feel that way. It just so happens I have a few extras, and you might even talk me into sharing with you at the right price ... say, 300 credits."

"Hey! Hand bolts sell for 100 credits on the black market." I'd considered buying one for insurance purposes on more than one occasion. That was the interesting thing about cloned soldiers—they may look alike, but they each had unique personalities. Milo Strander had the personality of a street urchin, a genuine Jawa in a stormtrooper's uniform.

As the transport took us toward Kashyyyk, I noticed something that should have caught my eye earlier. All of the foot soldiers selected for this mission came from the same batch as Strander. I was the only exception. Our little invasion force included three scouts. They came from a different cloning issue, one with wiry builds and small bones. Speeder jockeys with muscular physiques tended to weigh down their bikes.

We sat on benches in the brightly lit transport. Though a few dedicated souls had

already donned their helmets, most of us wore only our body armor and sat with our helmets on the floor by our seats. Some men inspected their blasters and organized the inventory in their belts. I sat with Strander in the back of the ship. As we whispered back and forth, my attention kept straying toward the crates of supplies for our mission. One crate of rations sat in a corner. Apparently, someone expected this mission to go very quickly. Platoons our size generally ate through a full crate of rations per day.

Janzor's three sergeants paced through the transport cabin pausing only to glare at talkative soldiers. They moved with the grace of predatory animals, taking long strides and looking side to side fiercely. "You, Dower," one of them snapped through the speaker in his helmet.

"Sir?" I said, saluting, then standing at attention.

"Helmet on, trooper."

"Sir," I said. I reached down and placed the helmet over my head. The moment it fit into place, the readout appeared in the goggles, identifying the sergeant as First Sergeant Oswald Strepp. Computers in our helmets recognized soldiers by their uniforms and identified them in our goggles.

"Are you reading me clearly?" Strepp asked.

"Yes, sir!" I answered. I could hear his voice clearly through my helmet, more clearly than before I put it on. Sensors in my helmet singled out the transport's engine noise and filtered it out as an unimportant interference.

A bright red ring began glowing around my goggles. "What status have I signaled, trooper?" Strepp asked.

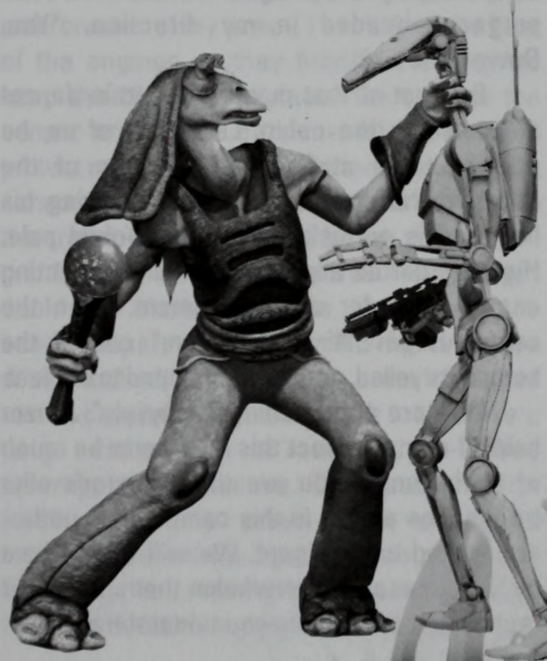
"Alert status, sir." During combat, sergeants and officers signaled different alert statuses by illuminating these lights in our goggles. Red rings meant high alert. Yellow meant caution.

"That will be all," Sergeant Strepp said. He spun around sharply and moved toward his next surprise inspection.

I breathed a sigh of relief as he left. Strepp and his ilk would ride you all mission long for a single mistake. A malfunctioning helmet could result in a week of guard duty. I did not even want to know what I might get for accidentally discharging my blaster. I pulled off my helmet and felt the rush of warm cabin air. "He seems friendlier than usual," I mumbled to Strander. I glanced quickly to make sure my helmet was turned off. Sergeants and officers could monitor communications made through helmets. I'd known more than a few soldiers who said foolish things and got caught by eavesdropping officers.

"You see that food over there?" Strander asked. "There's only one crate. Nobody told me that this was a day trip."

The way Janzor explained the mission in our briefing, we had to enter a drop zone, move north across a pre-set path destroying any communications arrays we passed, then



secure a site. Missions like this took a few days, maybe a week. "I know what you mean," I said, as I sat down. "I thought we were Wookiee herding. Looks like there is a change of plans."

"You, Dower," a sergeant stepped toward me.

"Sir?" I said, as I stood and saluted again.

"Helmet on, trooper."

"Sir," I still had my helmet under my left arm from the last inspection. When I placed it over my head, I saw that this was First Sergeant Tak Bazierre.

"Are you reading me clearly?" Bazierre asked.

"Yes, sir!"

The red rings began to glow again. "What status have I signaled, trooper?" Bazierre asked.

"Alert status, sir."

He turned and left without a word.

"What are they, half droid?" I asked as I sat down.

I started to put my helmet on the floor, but Strander stopped me. "Better hold on to it," he said, nodding to the right. I looked. The third sergeant headed in my direction. "You, Dower," he said.

But just at that moment, Captain Janzor stepped into the cabin. Like most of us, he preferred the stuffy-aired freedom of the cabin to the cooled comfort of wearing his helmet. His normally calm face looked pale. His eyes darted around the cabin, inspecting each soldier for only a moment. Then the sergeants saw him. "Attention," one of the sergeants yelled, and we all snapped to our feet.

"We are approaching Kashyyyk," Janzor said. "I do not expect this mission to be much of a challenge. You are the Emperor's elite troops. The enemy in this campaign is under-armed and unintelligent. We will catch them by surprise and overwhelm them with our tactical superiority. Do you understand?"

"Sir, yes sir!" we yelled in perfect unison.

"I will tolerate no questioning of orders on this mission. Do you understand?"

"Sir, yes sir!"

"We will be surrounded by superior numbers. You must make no mistakes in the performance of your duties. One mistake can result in the failure of our mission and the annihilation of this platoon. Do you understand me?"

"Sir, yes sir!"

The steady rumble of pistons echoed through the cabin, and the door of the transport slid open slowly. A few kilometers below us, I could see the thick plumage of trees, a solid layer of it that likely stretched well past the horizon. We slowly dropped through a clear blue sky with only a few wispy clouds. I quietly sucked in the cool air pouring in through the open door and watched a flock of birds scurrying along the blanket of trees beneath us.

Then I saw him, the first Wookiee. He clung to smaller branches and peered up at us, apparently thinking we would not see him. Before I could react, the transport's sensor array spotted the creature and fired three thick bolts from a front cannon. The first shot undoubtedly eliminated the Wookiee, and the second and third bolts left a small fire in the top of the trees.

"Ahh," Janzor smiled. "Our first introduction to the locals. Splendid."

We dropped until we were parallel with the spot where I'd seen the Wookiee, and our transport carefully crushed its way through layers of thin branches. I'd never seen such trees. The leaves alone must have weighed a full kilo. Thick vines ringed trunks and branches. The air rang with the sounds of unseen insects as we dropped lower into the canopy.

A fully loaded transport weighs as much as an AT-AT. I've seen small buildings crushed

under the weight of a transport. The branches of these trees, however, did not give. As we sank into a break in the trees, the transport smashed into smaller branches and fumbled. I felt the quaking through my armored boots. Then we hit a limb. I inspected that branch later. It was about as thick as my arm; but it absorbed the weight of our ship, then flexed back, causing the transport to roll to its side. Most of us fell to the floor and grabbed a bench to hold on. One of the sergeants was too close to the door and fell out. I saw him grabbing at the ledge to save himself, but our gloves were designed for protection, not grip. He clawed at the floor, and his helmet spun wildly as he disappeared through the hatch. A moment later, the transport righted itself.

"Pilot report!" Janzor yelled into his communicator.

"The trees are too thick," a voice called back. "I cannot break through the branches. This is as low as I can get, sir."

"Can you maintain position?" Janzor asked.

"Aye, sir."

Janzor took a deep breath, and the resolution returned to his expression. He looked determined, maybe a little angry. "Sergeant, prepare your men."

"Sir," the sergeant bellowed. "You heard the captain! Load up."

For some reason, the sergeants had it out for me on this mission.

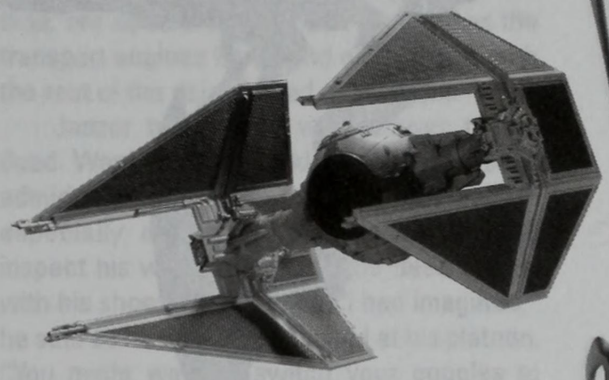
"You, Dower. I have a job for you," Strepp said with a big grin, as he pointed toward the skylift. Skylifts are special hoists used for especially long drops. I took my blaster and stepped onto the 10-meter grating of its floor.

"Permission to drop with the corporal, sir?" Strander called to Strepp.

"That will not be necessary, soldier," Strepp called back. The readout in my goggles showed that he and I were about to have a private communication. "You're on point, Dower."

"Yes, sir," I said, sounding nervous.

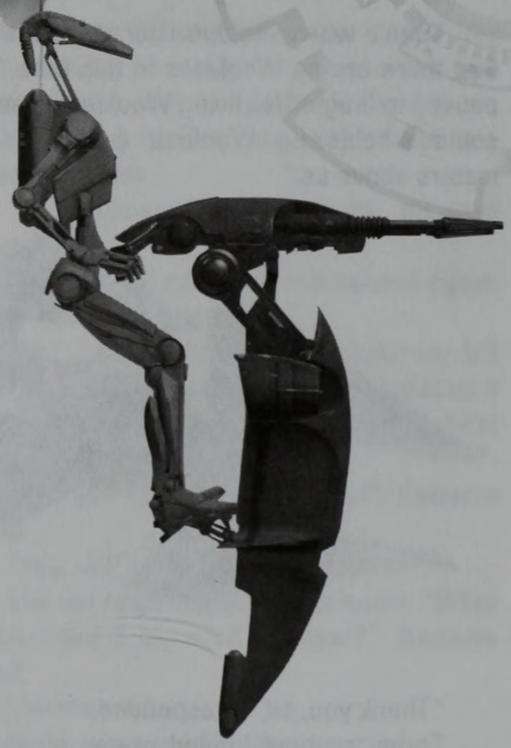
"Don't worry, soldier. Our arrays show that there are no Wookiees in this area." He paused to laugh. "No living Wookiees. There's some smoldering Wookiee tissue a few meters above us."



"Thank you, sir," I responded.

Three troopers loaded crates on to the base of the skylift. The base shook as hoists lifted it off the ground then lowered it through an armored hatch in the bottom of the transport. I slowly dropped through the meter-thick floor. Even in the temperature-controlled environment of my armor, I could feel the heat of the engines as they fired just enough to keep the big ship in place. Then I saw the sensor arrays and cannons, all deployed to protect me. Actually, I was flattering myself. The cannons were meant to protect the supplies in the crates. I just went along for the ride.

Looking through the durasteel grating, I could see the forest below. The decision to send troopers instead of TIE fighters was wise. I looked up and saw the branch that had nearly capsized our transport. It looked like a twig compared to the thick-limbed outcroppings below me. The trees grew as thick as swamp grass. Their enormous branches butted up against each other and fused together, forming an intricate web that likely could have supported the weight of an



AT-AT, not that there would have been room for such a large vehicle to walk.

Then the words "First Sergeant Tak Bazierre" flashed in my goggles. I stared at a tree, but I did not see anything. Using an optical command, I enhanced the view. Bazierre lay wrapped around a branch like a towel strung over a rack. At first I thought he might have survived. Then I realized that he was lying face up, his back snapped perfectly in the middle.

And still the skylift continued to lower me. I dropped at an even pace of one meter per second, meaning that I dropped for a full 200 seconds before reaching a stable floor. I pressed a button and conveyor belts slid the crates on to the wooden ground. "Cargo secured," I said into my communicator.

"I will send the next load of supplies," Strepp responded.

"More troopers?" I asked.

"More crates," the sergeant said coldly.

"We'll cover you from the transport."

I wanted to jump on the skylift shelf as it rose. There was no possible way they could protect me from the transport; I was straight below them and too far away. Transport cannons might offer some protection at this distance on a flat open battlefield. In this forest, I would be surprised if its accurate blast radius were 30 meters wide. It would take nearly seven minutes before the skylift returned with more crates. Unless Wookiees moved as slowly as swamp slugs, a Wookiee force could easily rush in, shoot me with their bowcasters, cut me, cook me, and hang the leftovers out to dry by the time Janzor and his men made it down here.

I turned up the audio feeds into my helmet and listened to the rustling leaves and creaking branches. Using optical commands, I ran an infrared search of the trees around me, revealing scores of rodents and insects, but not much else. Even so, I could hear my own heart pounding inside my armor. So could Strepp. "You surviving down there, Dower?"

"All clear, sir," I said.

"Good. Just one more load of supplies and I will send down reinforcements."

A warning light flashed in the top corner of my goggles, and they automatically switched back to infrared heat detection. Through a sheath of leaves, I saw the outline of a large biped with long arms and a huge head, skulking under the cover of branches. It could not possibly see me without optical enhancement, but it seemed to know I was here.

"Sir..."

"We've got him on our array," Strepp said. "Unload the skylift as if you don't see him. We have the situation under control."

The skin of my shoulders and neck tingled as I nervously moved toward the cargo and started the conveyor belts. As the crates slid

forward, I looked around the grove. Through the infrared lenses, the leaves looked gray and the trees turned black. The red shape of the Wookiee cautiously brushed leaves out of its way and moved closer. I could just make out the shape in the Wookiee's hand—he carried a bowcaster. Whether by sound or feral instinct, the creature located me and seemed to know I was alone. He crouched to peer through an opening in the branches. From where he now stood, he had a clear view of me. I started to reach for the butt of my blaster. Pretending to look in a different direction, I watched as the Wookiee lifted his bowcaster.

The last crates slid off the skylift and a warning light blinked, telling me to turn off the conveyor belts. Not taking my eye off the Wookiee, I reached for the cutoff switch. As I did, I saw the Wookiee's finger slip around the trigger of his bowcaster. He made a cursory glance in the scope. I had placed myself in the worst possible position. The Wookiee could easily shoot me long before I could draw my blaster.

With the conveyor belts switched off, the skylift's cables snapped and the shelf creaked as it lifted into the air. I tried not to look, but could not stop myself. His finger on the trigger, the Wookiee continued to aim at me through the leaves. Diving for cover would not help. Even a child could hit me from this range. The red alert ring flashed on in my helmet.

Suddenly the air rang with the sound of a laser bolt, and my readout reported the presence of ozone in the air. My infrared lenses flashed white and automatically switched to the unenhanced optical mode. When I looked back, I saw the Wookiee's legs under a pile of smoldering leaves.

"Nice shot, sir," I said.

"We're lowering reinforcements now," Strepp replied. "Hold your post."

A few moments later, the skylift lowered with 10 troopers and three gravity-reversing repulsor carts. Three of the troopers loaded the crates onto the carts as the rest of us stood guard. It took nearly three hours to lower the cargo, three speeder bikes, and the rest of the platoon from the transport. The sun began to set as the skylift went up for the last time. We all stood silently and watched as the transport engines flared and our only link with the rest of the galaxy lifted out of sight.

Janzor turned and walked over to the dead Wookiee. He stood over the carcass admiring it like a man who has just dug an especially deep hole then looks back to inspect his work. He jostled the dead animal with his shoe. "Not as big as I had imagined," he said as he turned and looked at his platoon. "You might want to switch your goggles to day-for-night view; we're not staying here for the night."

"I think Strepp has it out for me," I said to Strander as we watched Janzor examine the Wookiee one last time.

"What was your first clue?" Strander asked.

Captain Janzor knelt beside the carcass this time and nudged it with his blaster. Then he shoved it with his foot toward a break in the floor. With a second push, the dead Wookiee fell into the hole and slid through.

"How far up do you think we are?" I asked Strander.

"Four or five hundred meters, at the very least," he said. "I took an infrared scan through the branches while I was unloading cargo. I did not see anything; but whatever is down there, I would not want to see it up close."

"Animals?" I asked.

"Some nearly as big as rankors," Strander said. "I think I know why Wookiees live in trees."

"Strander," Strepp's voice called out.

"Yes, sir," Strander answered.

"You get to haul cargo," Strepp said.

Before walking to the repulsor carts,

Strander paused to give me one final ironic glance. I imagined a confused look crossing his rugged face beneath his helmet. Now he got to pull the lousy duty for a change.

"Dower," Strepp continued.

"Sir?" I said.

"You're on point." I could hear a muffled chuckle coming through Strander's helmet.

The speeder scouts went first, heading north and charting a path for us. In open spaces, those scouts would have shot off at 500 kilometers per hour. Up here, they had to travel at less than 100 kilometers per hour to avoid running intó vines and branches. If I had not known we were at treetop level, I would have thought we were deep in the jungle. So much bark and leaves had rotted up here that the matted branch floor had its own thin level of composted soil. Beneath that soil, this second-floor forest offered uneven footing with hidden pitfalls. We had to watch our footing as we marched. An unlucky step could result in a broken ankle or a trapped foot.

And I had the pleasure of leading our band of soldiers, my blaster ready to fire at any moment. I tried to amuse myself by switching my goggles from day-for-night vision to infrared every few minutes. The good thing about infrared was that it would help me spot Wookiees long before they could see me. Unfortunately, the infrared vision caused the ground to look like a wavy mass of gray swirls, and I stumbled when I kept it on too long.

I also fiddled with my audio intakes, screening out the sound of my panting as I trudged forward. Transmissions between foot soldiers buzzed back and forth so quietly that I could barely hear them. Instead, I focused on sounds coming from trees around me. That first Wookiee moved so quietly and spotted me so quickly that I could not afford to wait for my sensors to alert me. The computers in my helmet, however, gave messages from superior officers precedence over my nervous scans. When Strepp contacted me, his voice blared through my helmet.

"You alert up there, Dower?" he asked.

"Sir, I could hear a knobby white spider from 40 meters," I said.

"We're not looking for knobby spiders," Strepp said calmly.

Just as he said this, a piercing growl rose from beneath the tree branch floor. Whatever was down there this time was huge and hot. I switched on my infrared vision and saw its shape through the floor of the trees. Even the wake of a TIE interceptor would normally not register through wood this thick.

"Stay focused," Janzor's voice came into my helmet. "Nothing down there ever comes to this level."

"How you doing up there?" Milo Strander's voice hummed quietly in my hearing piece.

"Bet I'm asleep before anyone else tonight," I said, thinking about how tired I felt.

"You'd lose that bet," Strepp interrupted. "You're pulling guard duty tonight."

My spine went stiff and I stopped and looked back. "Is there a reason why I was sent first, set on point, then assigned guard duty?" I asked.

"Do you have a problem following orders, soldier?" Strepp asked.

"Gentlemen, let's keep transmissions to a minimum," Captain Janzor broke in. "And Sergeant Strepp, I've been monitoring you on this mission. Ease off on the boy."

"Yes, sir," Strepp answered.

"By the way, Dower, you are on guard duty tonight," Janzor said. "Listen up," the captain continued, now in open communication with the rest of the platoon. "There is a small Wookiee outpost five kilometers north by northwest of here. Capturing this outpost is our first objective. We must block its transmissions, then storm it before it can send out a signal. Assuming we can make a clean capture, this will

become our base of operations. Do you have any questions? No? Then prepare for assault."

The speeder scouts flew ahead, stationed themselves around the outpost, then switched on equipment for blocking transmissions just as we first caught sight of the outpost. It was a round building with arching beams and supports. A few antennas stuck out of its roof. Confused that their radio communications were cut off, a Wookiee peered out the window. When he saw our approach, he let out a screaming growl and ducked behind a wall.

"So much for the element of surprise," Strander said as he came beside me. "Just the same, I don't think he knew we were coming."

"Okay, men, we need five soldiers to go in and flush them out," Strepp announced. "Dower, Strander, you two circle around the outside of the building and shoot any Wookiees trying to escape to the north."

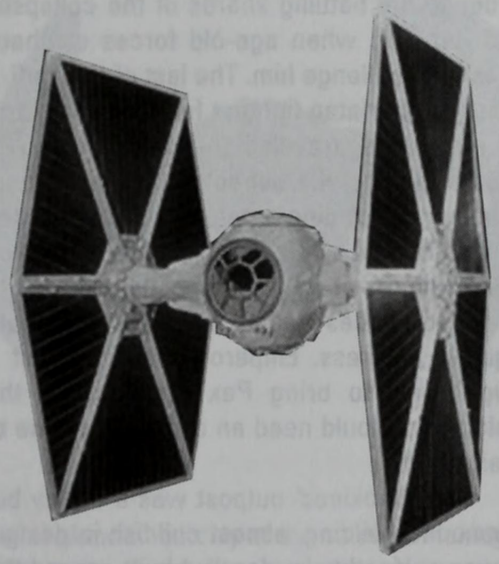
"Yes, sir," I said, relieved not to be one of the lucky five storming the building.

"No second chances on this one, guys," Janzor chimed in. "If word of our invasion gets out, we'll be fighting our way to a clearing and praying that the transport and air cover come in time to save any of us."

Sergeants Strepp and Dalia led the charge on the outpost. I watched as they knelt down behind the cover of a stump. Troopers on the east and west sides of the building fired shots at the windows, and Strepp sprinted closer to the door as the red bolts dissolved into the walls in a shower of sparks. Agile and unafraid, he darted left and right, finding cover behind the smallest thickets. As he approached the chest-high fence surrounding the outpost, two Wookiees popped up from behind a window and fired bowcasters at him. Strepp dove to the ground and rolled behind a small branch.

Ten of our best marksmen sat waiting for the Wookiees to show themselves. When one of the Wookiees looked out to locate Strepp, three soldiers fired. It looked as if all of them hit their mark. "Remember, Strepp," I heard Janzor say in an open transmission, "no collateral damage. No detonators, no wasted fire. I want this building in one piece."

The second Wookiee peered through the window, then dropped for cover as our sharpshooters opened fire. Five bright red bolts flashed in the window, passing through the exact spot in which the Wookiee had stood. A moment later, Strepp leapt over the fence, rolled to the side of the building, and crawled under the window. He rolled onto his knees with his back pressed hard against the wall of the outpost, then slowly rose to his feet. From there he waited for Janzor to send him the "go ahead" signal.



Other soldiers followed. Sergeant Dalia waited in the back, bravely standing in almost open ground, shooting at any Wookiee that dared to approach the window. With snipers targeting them and an endless barrage of bolts from regular troops stationed around the perimeter, the Wookiees could not put up much of a fight.

Then the blaster fire stopped, and Strepp dove through into the outpost through the

window. I saw the glow of his blaster but could not tell if he had fired at anything in particular. Then three Wookiees came running out the back of the building. "Incoming," I yelled as Strander and I fired volleys of bolts, taking out all three of the battle-stunned Wookiees as they came through the door.

"Not bad, Dower," Strepp's voice said in my audio piece.

Up to this point in the mission, everything had gone better than planned. We landed unnoticed, disposed of any evidence of our landing, and captured our first objective nearly unopposed. Imperial forces operate in perfect order. The Empire operates in perfect order. That's why I love it.

Emperor Palpatine had barely brought order to the battling shards of the collapsed Old Republic when age-old forces of chaos arose to challenge him. The last of the Jedi, a class of charlatan fighters feigning some sort of priesthood, traveled the galaxy trying to restore their fallen theology. Small planet systems demanding autonomous rule needed to be crushed and returned to order. I even heard rumors of disgraced politicians tying to create alliances within the Senate to fight against progress. Emperor Palpatine built a huge army to bring Pax Emperica to the galaxy. He would need an even bigger one to maintain it.

The Wookiees' outpost was a sturdy but outmoded building, almost childish in design. It was perfectly circular and built around the trunk of an enormous tree. Its rooms were arranged in four concentric rings around that trunk. Someone must have helped the Wookiees rig it with an impressive array of communications technology, because we found scads of communications components. We also found the unassembled parts of a shield generator. I saw nothing that suggested that these animals were even mildly unintelligent. Perhaps the Wookiees had planned to bring power cores to this outpost as well. They would have needed them for the shield generator.

Five men in our platoon were trained battlefield engineers. While the rest of us unloaded the repulsor carts, the engineers set up power cores in the second ring of rooms. With three power cores working, we would have enough energy for shields and perimeter cannons and a full array of sensors. If all went right, our little outpost would be the most powerful fortification on Kashyyyk by morning. You had to love Imperial efficiency.

And so, as our engineers scurried to assemble power cores and get our base up and running, Janzor discussed the next phase of our invasion with Strepp and Dalia in an inner chamber of the Wookiee outpost. In the meantime, the luckier soldiers, Strander included, set up barracks in the outermost ring. I, on the other hand, had guard duty. The closest I would come to barracks on this evening was a spit of trees approximately 60 meters west of the outpost. And there I camped as the sun came up and my vision automatically changed from day-for-night to daytime vision. I sat and I watched.

But the Wookiees did not come from the west. They came from overgrown trees to the east. This gave them additional cover, and somehow they caught the trooper guarding that area unaware. He did not radio for help, nor did he have time to fire his blaster. Someone would have heard the shot. The Wookiees would certainly have registered with our sensor display, but the power cores were not yet complete.

So I sat quietly hidden in my little thicket, and the first sign I had of trouble came from Strander. "Holy Sith!" he screamed. "They've broken our perimeter." Suddenly my helmet came alive with desperate squawking. "Your right! There're some to your right!" "Cover your flank!" "Behind you, soldier!"

I jumped to my feet and started toward the outpost, but as soon as it came in sight, I could see that the battle was almost over. Five troopers fled the building in my direction. The labels in my goggles showed that Strander was among them.

"Are you getting this, Wayson?" Strander called out. "Are you getting this? Do not approach camp. Repeat, do not attempt to rejoin the platoon."

"What's going on down there?" I asked as I ducked back in some branches.

Strepp's voice broke in. "Maintain radio silence. Dower, hold your position."

I looked back. From this distance the Wookiees and stormtroopers looked like miniature statues only a few centimeters tall. Hundreds of Wookiees flooded the grounds around the outpost. Using optical enhancement, I saw that they had bowcasters. They clearly outnumbered my platoon, and the sheer abandon with which they attacked confused the stormtroopers. The furry beasts seemed unconcerned about blaster fire, and many of them attacked with their paws instead of their weapons.

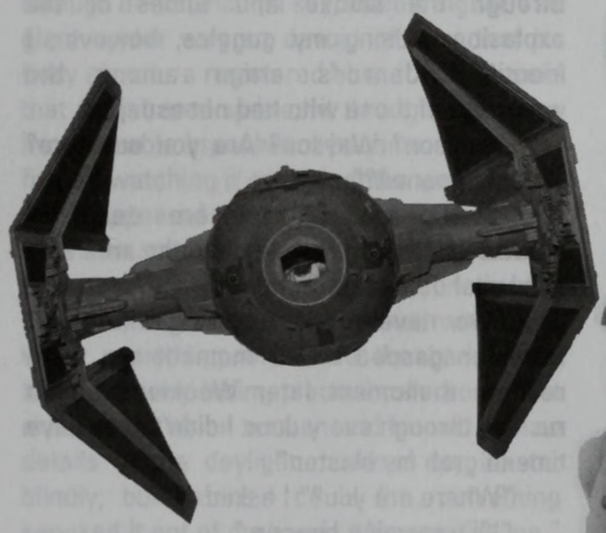
The Wookiees swarmed into the building from all sides, flushing Captain Janzor and a small band of 15 armed troopers out the eastern door. I could hear the Captain talking over my audio. "Stay tight. You, cover the flank. Fire! Fire! Fire!"

Just as the brown sea of Wookiees seemed to close around the stormtroopers, six rapidly fired bolts made them retreat. A stormtrooper had climbed to the top of the outpost. My goggles identified the hero as First Sergeant Oswald Strepp. Huddled beside a beam just behind the ledge of the outpost, he fired several shots at the Wookiees, drew their attention, then sprinted to a new location and fired more.

"If you can hear me, Dower," Strepp shouted frantically, "return to the drop site. That goes for anyone who can hear me. Return to the drop site."

By this time, the Wookiees had regrouped. The small circle of troopers no longer had any chance of escape. Surrounded and pinned down, they tried to circle back for the shelter of the outpost; but Wookiees had overrun the building and fired on them from the doors and windows. As I watched him fight, Strepp bent down and pulled something up in his hand. Using my optical enhancer, I saw he held a thermal detonator.

"Janzor," Strepp called. "I am dropping a TD. On my count, hit the dirt, then run for open space."



I glanced quickly at the soldiers making a desperate stand. Three of the soldiers had fallen. Janzor stood at the head of the circle, firing wildly and still hitting targets.

"Drop!" Strepp called. And at that moment, the outpost lit up in a huge fireball as long streams of fire exploded through the windows and doorways. For a moment it looked as if the outpost would remain standing. Badly shaken, but possibly still alive, Strepp lay on the roof with his left arm dangling over a beam. Then the thatching

beneath him disintegrated in a column of smoke, and he toppled into the building. A moment later, the entire roof collapsed as the building turned into a well of flames.

As the vapor cleared from the battleground, I saw the bodies of dozens of Wookiees lying crumpled. Some rolled around wounded, others lay perfectly still. I also saw the blackened armor of blasted and charred stormtroopers. Some limbs and helmets lay scattered, and a few bodies were blown naked; but clearly some of the troopers from Janzor's last stand had made it to safety. Using the day-for-night lenses in their goggles, they might have been able to see through the smoke and fumes of the explosion. Using my goggles, however, I identified Janzor's armor among the wreckage of those who had not escaped.

"Wayson? Wayson? Are you out here? What happened?"

"Strepp and Janzor are dead," I answered. "Strepp tried to clear the area with a thermal detonator."

"I've never seen anything like this," Strander gasped. "One moment we were resting, a moment later Wookiees began rushing through every door. I didn't even have time to grab my blaster."

"Where are you?" I asked.

"I'll transmit a beacon."

"No, don't!" I said. "They have helmets now. If any of the helmets down there are still working, you'll bring those hairy demons right to us."

"Are you alone?" I asked.

"Two of us," Strander answered.

"And two more," a voice I did not recognize added. They probably were members of Janzor's group—the survivors of the captain's last stand.

"Okay, we can't afford to risk more transmissions." Something told me that these Wookiees were not nearly as primitive as we had been told. Somehow they had located our force and overwhelmed us before we could establish a beachhead. We had hoped to use surprise as a weapon, but they turned that weapon against us. "Do what Strepp said. Head for the drop zone and signal for help."

I hoped that I might run into Strander on the way. He could not have been more than a kilometer away to the east or the south, but in this dense forest, a kilometer could hide an entire army. In fact, on this grisly evening it had hidden an entire army of Wookiees. Now if it could just offer enough cover for us to hide.

Moving slowly through the densest thickets, I started the long trek back to the drop zone. Branches slapped at my armor as I walked. Were it not for my armor, thorns would have stripped off my skin. But my armor kept me safe and cool. And if I could just stay hidden until evening, the day-for-night vision in my helmet would help me see when the Wookiees could not. I turned up the volume of my audio piece and filtered out the crack of the branches hitting my armor. Instead, I focused on birds screeching and insects buzzing and footfalls—the clattering footfalls of stormtroopers and the padded steps of Wookiees.

It took me more than an hour to travel that first kilometer that my platoon had naively charged across on the way to the outpost. Now I fought my way through sticks and branches, pushing for every step. My armor cooled the air around me, but nothing could stop the burning in my leg muscles. My thighs had deep knots and my calves felt twisted. I hated this planet. Even as I paused to rest and watched an orange-and-blue bird light on a branch, I cursed this damned planet.

Then I heard Wookiees. At first I thought about climbing up a tree and hiding in the branches. Then I realized that if they discovered me, they could corner me. I would have no escape. So, even though I would not

be able to see them, I hid from the Wookiees by burrowing deep into a stand of trees. I lay among rotted, insect-infested logs and covered myself with bark and dirt. And as I lay there, I switched to infrared vision and saw the red shapes of legs moving swiftly. They had tracked something, probably not me. At least they did not stop and look in my direction. Instead they rushed on a few meters ahead. Six Wookiees—I counted their torsos as they streaked by; but I could not angle my head for a better view.

I lay still for a few moments listening to their soft footsteps. From what I could hear, they seemed to have gathered around something. They started growling angrily, and I suspected that they had found their target. Fortunately it wasn't me. Then I heard screaming so loud that I had to turn off my audio piece. Even with my audio off, I still heard the screaming through the walls of my helmet.

The pack of Wookiees had found two stormtroopers hidden up in a tree. Apparently abandoning all trappings of civilization, the Wookiees poked at the soldiers with sticks instead of shooting them down. The cornered stormtroopers cowered helplessly, clinging to the tree limbs with all of their strength. I heard their screams and rose from my hiding place. Kneeling behind a knotted branch, I quietly aimed at one of the Wookiees. But as I prepared to fire, another group of Wookiees joined the first. Now there were at least 20 of them, angry, hulking, completely wild. As they knocked the first trooper from his perch, I lay back under my blanket of bark and closed my eyes. A few minutes later, the screaming was replaced by the even scarier sound of total silence.

There was nothing left to do but switch on my audio piece and listen for the chance to continue my escape. I lay alone, covered in bark, armed yet helpless. The damp bark blocked my sight. I tried all of my lenses, but all I could see was darkness. So I continued to lie still and hide, listening for clues. I heard nothing, nothing at all.

At one point, as I lay waiting for some unknown signal to leave my hiding place, I felt the ground beneath me shake as if some force were trying to pry it open. Though it seemed a long shot, I switched my goggles to infrared vision and saw the most frightening thing yet. Unless I had lost my mind, which seemed likely, I saw the image of a frozen spider-shaped creature perched directly below me. A solid floor of meter-thick branches separated us, but the monster's heat signal registered through it—or should I say, its cold signal. The giant spider was so devoid of heat that its body signature registered blue. It was so cold that my infrared spotted it through otherwise impenetrable branches. I became completely fixated watching it scratch at the wood below me. It appeared to be the size of a TIE fighter.

Then something woke me from my trance. One moment I was staring at the hypnotic blue creature, the next I nearly fainted with fright when something wrenched the bark cover away from my hiding place. I rolled over, but my infrared vision was on and I could see no details in the daylight. I aimed my blaster blindly; but before I could fire, something knocked it out of my hand. "Wayson, it's me," Strander's voice barely penetrated my helmet.

Up to the moment that I heard Strander's voice, every muscle in my body tensed and my lungs constricted my breathing. I heard him, and my fingers relaxed from my palms. "Milo," I said, not knowing what to say next.

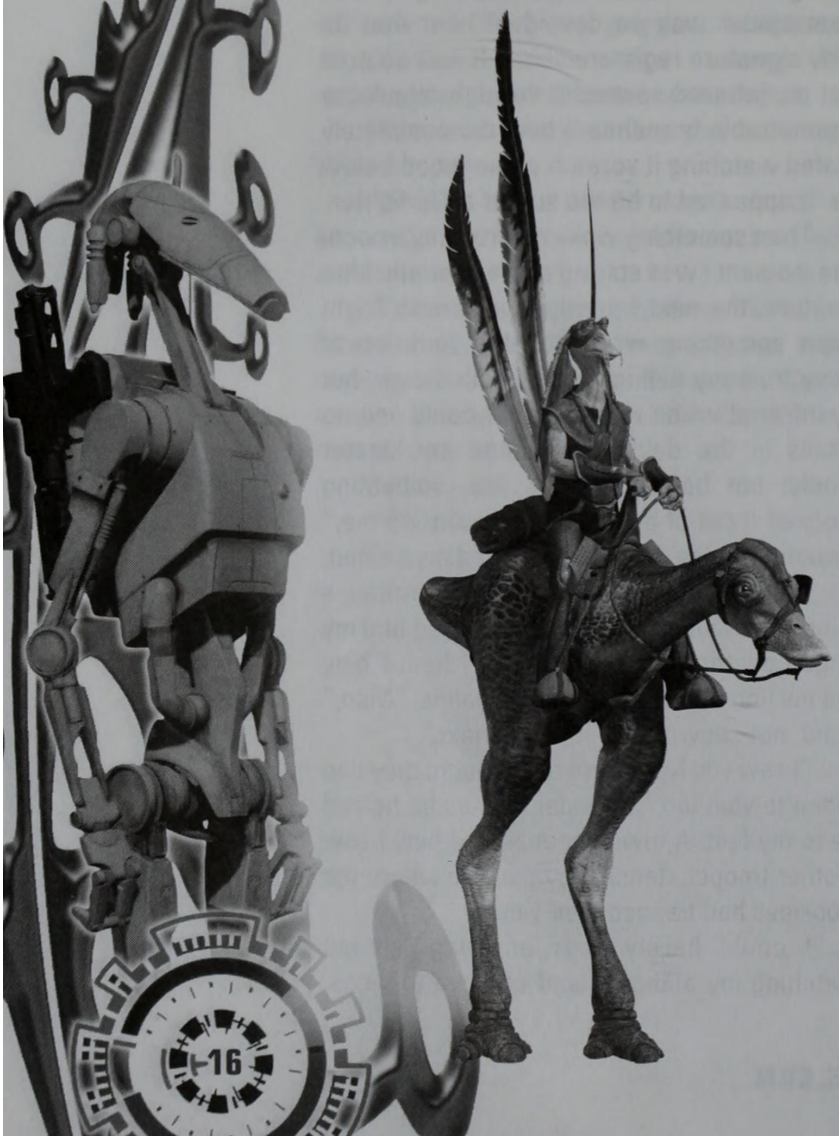
"I saw you lying there and thought they had gotten to you, too," Strander said as he helped me to my feet. A few meters behind him, I saw another trooper standing by the tree where the Wookiees had trapped their victims.

I could barely hear anything. I tried switching my audio off and on several times,

but it had malfunctioned. Giving up, I looked at Strander and asked, "How bad?"

Strander sighed. "I've never seen anything like this," he said.

Had I known what I would see, I would not have gone to look. The sun had started to set, casting an eerie red light on the spot where the bodies lay in heaps. The Wookiees had used branches to smash through the stormtroopers' armor. They had crushed their helmets and shattered their chest plates, and everything in them. Perhaps their outrage over our invasion had caused them to revert to an even more primitive state.



"I wanted to help them," I said quietly. "There was nothing I could do ... too many of them. So I hid."

"Wayson, we are all running away now." Strander said. "Nobody blames you." I had to struggle to hear his words.

We hid near the bodies for another few minutes as the sun set behind the trees. Strander told me how he had found me. Apparently his identifier showed my name over the thicket even though I was hidden from view. Thinking he might find my crushed helmet, Strander switched to infrared and saw the outline of my body under the bark. When I did not move, he suspected the Wookiees had buried me. But he did not want to leave a friend behind and decided to take a closer look.

And in its cruel way, fate gave us faint aid. Strander and his companion, Private Sterns Yennich, had not grabbed weapons before fleeing the outpost. That alone may have saved their lives. They had been the only unarmed members in a group of five stormtroopers that fled the outpost. The Wookiees had picked off their three armed companions.

As we waited for nightfall, Yennich noticed something dangling from the limbs above our heads. Strander helped him climb the tree, and they found blasters. With no other option, we did the ghoulish deed and claimed weapons left by fallen comrades. Then, under the cover of night, we continued toward the drop zone.

Wookiees clearly had sharper senses than we did, but our helmets magnified our vision and let us see at night. Something had damaged my audio technology and I heard only sounds that were loud enough to penetrate my helmet. Strander had to shout for me to hear him, but I was lucky to be alive.

After seeing the way they smashed the stormtroopers, armor and all, I felt relatively confident that the Wookiees did not plan to

use our technology against us. Using our day-for-night vision, we could press on easily. Even if they heard or smelled us, assuming the Wookiees still pursued us, they would only have a vague idea of how to find us. We had to press that advantage. We had to run as fast as possible. Come daylight, the Wookiees would again be faster and smarter than us. According to my readout, we had less than eight kilometers to reach the drop zone.

Glowing red and blue insects traced curling paths through the air ahead of us. I brushed past them, ignoring their brilliant light. I could not ignore the screeching animals below us, however. Those behemoths seemed at war with one another, and when I switched to infrared, I noticed that huge beast of a spider dangling upside down from the branches just below our feet. I did not have time to think about giant monsters. My legs and lungs burned, and we had only another hour to make it to the drop zone before daylight. And then what? What would happen once we arrived at the drop zone? How would the pilot of the transport know we were there?

It became harder to ignore the spider as I realized that it was following us. I switched to infrared and looked down again. What I saw sent a chill down my spine. The dark outline of that spider still clung to the branches below us. It moved gracefully along the bottoms of the branches, stopping when we stopped, moving when we moved, and constantly prodding the wood between us with its legs in search of weak spots. Our blasters would have little effect on such a beast.

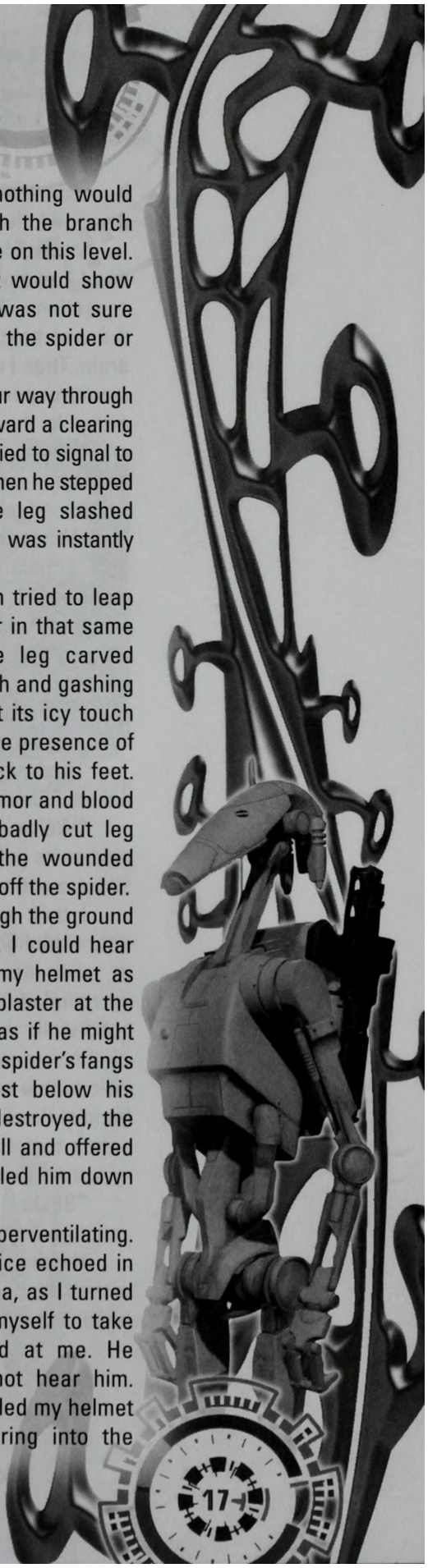
But the spider lived in a world of perpetual darkness under two thick canopies of foliage. I suspected it was blind or at least sensitive to light. All of the monsters at the base of the trees would either be blind or ultra-sensitive to light. That was the only way animals could survive in a perpetually dark world. Lucky for the Wookiees, too. If that creature could tolerate light, nothing would stop it from burrowing through the branch barrier and making a new home on this level. Soon the first rays of sunlight would show over the tops of the trees. I was not sure whether I would feel safe from the spider or more fearful of the Wookiees.

As Strander and I pushed our way through thick overgrowth, Yennich ran toward a clearing with no branches or outcrops. I tried to signal to him, but my audio did not work. When he stepped into the clearing, a silver-blue leg slashed through the logs beneath him. I was instantly paralyzed with fear.

Seeing the danger, Yennich tried to leap to safety, but he landed deeper in that same clearing. A second razor-like leg carved through a crack, tripping Yennich and gashing his leg. He howled with pain at its icy touch and fell to the ground but had the presence of mind to immediately spring back to his feet. The spider broke through his armor and blood ran down his calf. Yennich's badly cut leg could not support him, and the wounded trooper could not possibly fight off the spider.

Two mandibles sliced through the ground and clamped around his waist. I could hear the muffled screams through my helmet as Yennich struggled to aim his blaster at the beast. For a moment it looked as if he might shoot his way to safety, then the spider's fangs pierced through his armor just below his chest. Instantly paralyzed or destroyed, the private curled into a lifeless ball and offered no resistance as the spider pulled him down through the trees.

Watching this, I began hyperventilating. "Too much!" I said, and my voice echoed in my helmet. I fought back nausea, as I turned from the clearing and forced myself to take another step. Strander stared at me. He wanted to talk, but I could not hear him. Before I could stop myself, I pulled my helmet from my head and stood staring into the



helmet's black eyes. With its audio piece damaged, the helmet rendered me deaf.

Warm, fresh air filled my lungs as my head exploded with a hundred new sensations. The smell of rotting foliage and the wet heat in the air seemed to slow my brain. Then I did something I never imagined a stormtrooper could do: I tossed my helmet away. In the mounting sunlight, the infrared and day-for-night lenses offered me no protection, and the lack of hearing practically sentenced me to death.

"What are you doing?" Strander asked.

"I couldn't hear anything," I said, taking a deep breath and trying to compose myself. I had trouble breathing in the thick forest air. "I tracked that thing all night," I nodded toward the clearing. "It followed us for hours."

"The sun's coming up," Strander said. "We need to get to the drop zone."

"And what are we going to do there?" I asked. "Shout for a transport?"

"We've got to do something," Strander said as he pulled off his helmet. "We can't just sit here and wait for the Wookiees."

I took a deep breath of warm air, felt actual sunlight on my skin, and looked around at the maze of green vegetation that surrounded us. Trees as tall as towers formed solid walls that outlined the sky. Under other circumstances, I would have paid money to visit such a world. One day, under the guiding hand of Pax Emperica, others would come and safely tour these woods. The Empire would win, it was an unstoppable force.

"Soldier...Soldier? Do you read me?" A voice came from Strander's helmet.

He and I looked at each other, then he picked the helmet up and fitted it back over his head. I could hear his voice as he spoke, but the soft tones sounded mumbled. Then I saw them—the three scouts on speeder bikes who had accompanied our invasion.

"We've been looking for you all night," one said as he floated to a stop beside me.

Ambushing my platoon gave the Wookiees only the tiniest of victories.

Janzor and the sergeants went into battle with a secret. They knew that a second invasion force landed on Kashyyyk a few hours after us, a much larger force with Arakyd XR-85 tank droids, TIE crawlers, and AT-ST scouts.

The Empire had launched a full invasion and had already captured most of a continent by the time Strander, Yennich, and I made our final dash to freedom. In the end, it turned out that Central Command sent my platoon to distract the Wookiees and lead them away from the real invasion. If we survived, we had orders to return to the drop zone and join the larger army. We'd done our job splendidly; the Empire gave us medals and promoted Strander and me to first sergeant, a position I never hoped to reach. Posthumous "medals and honor throughout the Empire" were awarded to the others.

Because we were the last survivors of a heroic effort, Strander and I were sent back to the cruiser. We would see no more action in this campaign. It occurred to me that maybe I had seen too much action. Maybe I was ready for a quiet life on some unknown planet in a distant corner of the galaxy—some quiet and orderly place. But then I realized that order came through the guiding hand of the Empire. I could never retire—my destiny remained inseparably connected with the fate of the Empire. Pax Emperica, how I loved it!

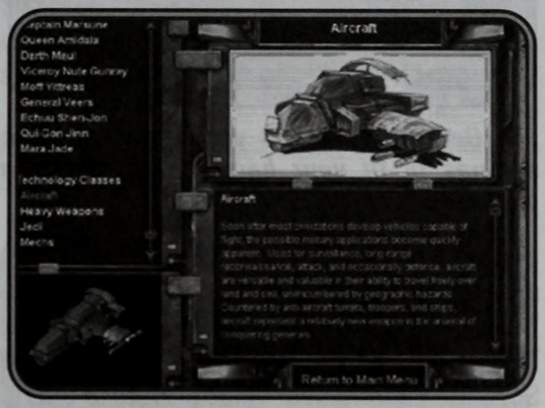
Chapter 2: Getting Started

When you start the game, the starting menu appears. Clicking on "Start Game" takes you through the cinematic opening sequences and drops you into the main menu where you decide which kind of game you wish to play: single player or multiplayer. This menu also offers access to the DataBank, the Options menu, the Scenario Editor, and the tutorial.

This menu lets players choose whether they wish to play alone or against live opponents, plus it offers a few other options.

DataBank

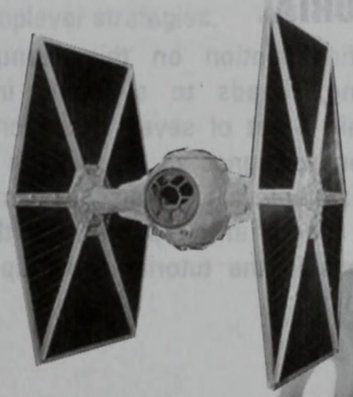
The DataBank is an encyclopedic collection of essays on all things ***Star Wars®***. Heroes, villains, weapons, technologies, civilizations, and planets—they are all here. Reading these essays gives you a better appreciation for everything that went into the game.



The DataBank's essays describe all the units, locations, and technologies.

Options Menu

The Options menu allows you to access game controls and settings. Use this menu to change your display resolution, to make the game's music and sounds louder, or to adjust the scrolling speed of the game. If you have trouble controlling the game, reduce the scrolling speed.



The Options menu lets you configure game settings to fit your hardware as well as your tastes.

Scenario Editor

This game features a highly sophisticated Scenario Editor that enables players to create and modify their own campaigns. Stocked with all of the vehicles, maps, and units that appear in the game, this powerful tool is basically the same as the tools LucasArts designers used when creating the single-player campaigns. Use this tool to get a more complete understanding of how units match up against each other and how to make better tactical decisions. (For a complete discussion of the Scenario Editor, see Appendix B.)

Tutorial

The final option on this menu, "Basic Training," leads to a highly interactive tutorial—a set of seven exceptionally easy missions designed to teach even the most uninitiated players. We discuss this tutorial in great length in chapter 7, as the seven missions in the tutorial make up the first campaign.

Single-Player Options

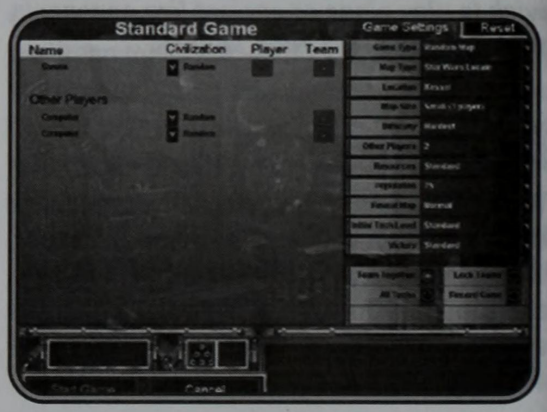
It's generally easier to play against the computer than against live opponents, because single-player games have built-in difficulty levels. If you don't want to play on the hardest level, simply switch to "moderate" or "easy." Single-player options include Campaign, Standard Game, Custom Campaign, and Saved Game.

Campaigns

Campaigns are series of separate scenarios designed to relate a story. This game features six campaigns, including the tutorial.

Standard Games

Players set up Standard Games to match their tastes. Begin by setting the parameters. You can play against anywhere from one to seven computerized opponents. You can have all players begin on any tech level, start the match with lots of food and minerals or none at all, select what kind of map you wish to play on, and even decide different victory conditions.



The Standard Game menu enables players to set up tailor-made battles.

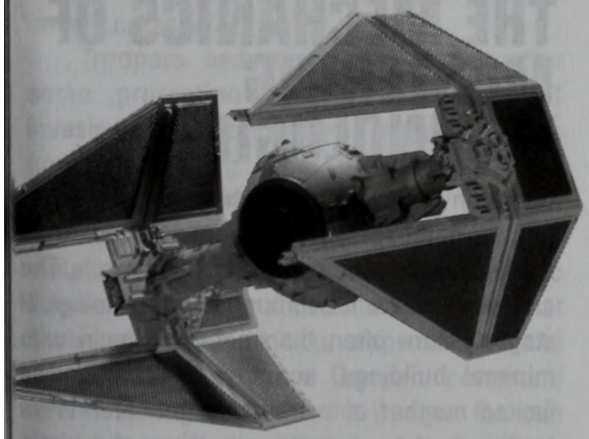
Custom Campaign

The Custom Campaign option allows players to take the scenarios they create in the Scenario Editor and arrange them into their own campaigns. While you can't create voice-narrated opening sequences, you can tag text narratives at the beginning of each scenario.

MULTIPLAYER OPTIONS

***Star Wars*® Galactic Battlegrounds™** has all the makings of an enduring online and network success. Games like this encourage players to build rivalries, hold grudges, and send each other taunts.

You can either take on the world online or play privately with your friends by modem or other network.

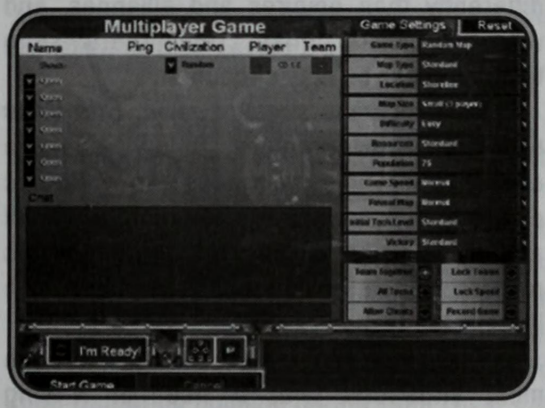


Your Own Network

Though it takes a little work, setting up network games or playing against friends provides a good learning experience.

Click on "Multiplayer" and a window asks which kind of connection you plan to use: Local Area Network (LAN), TCP/IP Connection for DirectPlay, Modem Connection for DirectPlay, or Serial Connection for DirectPlay. Select your connection, then join an existing game or create a new one.

Once you and your opponents have logged in, you enter a setup menu similar to the Standard Game setup menu.



The Multiplayer Startup menu offers the same options as the Standard Game Startup menu, but it also features a chat window for players to discuss game options.

Turn to chapter 13 for a discussion of basic multiplayer strategies.

Chapter 3: Tech Levels, Resource Management, and Alliances

Before venturing into galaxies from long ago and far away, take a moment to learn the customs. After all, federations operate differently than empires and alliances, and who knows what universe-twisting technologies you may encounter.

As a real-time strategy game, ***Star Wars* Galactic Battlegrounds** follows certain conventions. The game's maps and miniatures create a dynamic, lifelike world. Every level and multiplayer skirmish in this game presents players with a unique riddle, a riddle with literally thousands of answers.

Sure, you can blast your way through most situations with a fleet of X-wing starfighters, but real-time strategy games exemplify the "Rock-Paper-Scissors" school of gameplay in which every element has both strengths and weaknesses. That fleet of X-wings may wreak havoc on tanks and towns, but a lowly anti-air trooper can seriously damage your fighters with every shot.

This guide gives you everything you need to know to survive the single-player campaigns. It provides you with step-by-step walkthroughs of every mission and supplies details about what dangers lie hidden under the "fog of war."

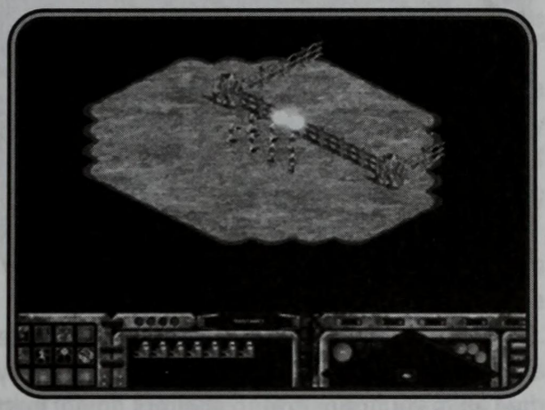
Hopefully you will take this fight beyond the single-player missions. Whether you play in the big leagues online against hardcore players with machine-like efficiency or create your own scenarios with the game's built-in editor, ***Star Wars* Galactic Battlegrounds** has a rich fabric of weapons and warriors. Winning involves more than simply knowing where to find your enemies, it requires you to internalize technology trees and know how different units compare.

THE MECHANICS OF MASTERING TECHNOLOGIES

Count on most missions to have the same first goals—gather resources, build cities, train armies, and advance to higher Tech Levels. The civilizations advance through four technological stages. More often than not, you begin with minimal buildings, scant resources, and a limited number of workers. In the *Star Wars* tradition, the environment mixes futuristic technology with primitive settings. Welcome to Tech Level 1.

Tech Level 1

In Tech Level 1, you get little more than a few workers and a place to dig.



In the time it takes Level 1 forces to cut through walls and buildings, you could advance to Tech Levels 2 or 3.

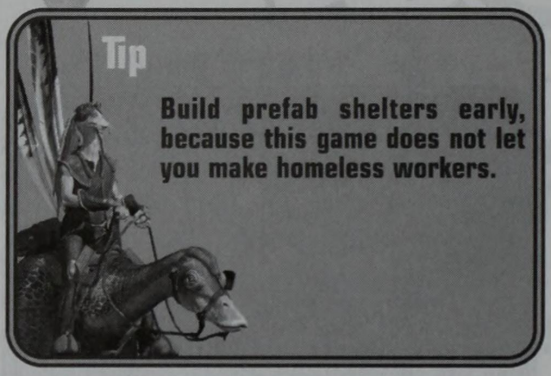
At Tech Level 1, worry more about preservation than aggression. You can build troops, but you won't have much of an army. You may train basic troopers, a term that refers to everything from the Imperial stormtroopers to Gungan foot soldiers. You may also recruit mounted troopers at this stage in the game, once you construct an animal nursery.

Troopers and mounted troopers offer some protection against Tech Level 1 invasions, and you can try an early rush in the hope of catching opponents off guard, but these formative armies move slowly and their demolition skills take forever. You can temporarily stymie a squad of five Galactic Empire trooper recruits with a light wall. That same squad would take approximately 12 minutes to destroy a Gungan command center. During that time, the Gungan foe can send out workers, gather food and carbon, and build a troop center.

In a test tube setting, without opposition, skilled players can evolve from Tech Level 1 to Level 4 in that same 12 minutes.

Unless you have entered a Death Match against an opponent with a reputation for slow starts (see chapter 13), the best use of Tech Level 1 involves preparing for the future.

You have access to every supply and food-gathering building during Tech Level 1. If you find large lakes and rivers, build a shipyard and train utility trawlers for fishing and build aqua-harvesters for a steady source of food. In desert and forest settings, Tech Level 1 workers can forage berries and hunt animals; but for more dependable and renewable supplies, herd banthas and nerfs into animal nurseries. Animal nurseries are the only food source that does not run out of food. Once you build a food processing center, you may also construct farms.



Unless you play as the droid-infested Trade Federation, build one prefab shelter for every five units you train. Prefab shelters do not cost much or take long to construct. Assign a single worker to build them in pairs during Tech Level 1, and you'll have enough housing to last you through the scenario. Later on, construct entire neighborhoods so you aren't scrambling for residences when you would rather put time into your military.

Tech Level 1 Timetable

In the first 30 seconds of beginning a standard build-and-siege scenario, accomplish the following milestones:

- Send existing workers to gather carbon and food from the nearest sources.
- Begin training new workers.
- If you have a scout, send him to explore the map.
- Assign your first new worker to construct two prefab shelters.

At the one-minute mark:

- Have between five and seven workers.
- Locate good supplies of carbon and food.
- Build a power core near your command center with large supplies of either carbon or food.
- Build an animal nursery if you locate nearby banthas or nerfs.
- Build a shipyard in a nearby lake if you wish to fish.
- Build a troop center and train two trooper recruits.
- Build two more prefab shelters.
- Place two sentry posts on the outskirts of your town if you have been scouted.

At two minutes, you should:

- Have 12 to 15 workers.
- Collect 500 units of food and begin researching Tech Level 2.
- Train three more trooper recruits.
- Construct an ore processing center beside the closest ore supplies.
- Stockpile carbon and food so that you may begin specializing in the next tech level.

Tech Level 2

The Early Rush

One of the time-tested strategies in real-time strategy games is the early rush. Players build up through the first stage of evolution quickly, assembling as large an army as they can in the hope of catching opponents off guard. As they prepare to evolve to the next level, they send their army out, knowing they will gain some advantage by evolving to the next level and possibly researching a technology.

While early rushes sometimes result in disaster, they encourage aggression. You can win single-player scenarios with the "gotta build the perfect town" mentality, but you'll fight epic wars. Scenarios that should take 15 minutes will take hours if you give your adversaries time to build their forces and resist you. Fights that could have ended quickly come down to dull wars over resources and lengthy sieges.

In Tech Level 2, you can upgrade all of your existing technologies and develop potent new ones. The new buildings in this stage of evolution include light turrets, Temples, mech factories, war centers, and spaceports.

Do not underestimate the value of turrets. Turrets, essentially automated guard towers, enable you to protect your perimeter without having to worry about population limits and building additional prefab shelters. Human opponents generally circumvent turrets, but computer opponents become obsessed by them. Block access to your towns with turrets and a well-placed wall, and befuddle entire armies in the single-player campaigns.

Spaceports offer little tactical advantage, but they revolutionize your economy. A spaceport allows you to begin trading—sending cargo hovercrafts to other towns to sell food, carbon, and ore for nova crystals. A spaceport also lets you send tributes to other civilizations and establish alliances. In later levels, it enables you to obtain nova crystals long after all of the deposits on the map have vanished.

Building a second and even a third trooper center makes a huge impact. Having multiple trooper centers lets you create armies quickly—very important when enemies attack—and let you train more recruits and research new technologies concurrently.

Mech factories, war centers, and Temples do not offer any huge advantages in Tech Level 2. War centers make your troopers and mechs stronger and more powerful. If you decide to make a Tech Level 2 invasion, research light armor and primary focusing coils—technologies that affect your troopers. These technologies offer immediate advances.

Temples produce Jedi Padawans and Sith apprentices, the weakest worshippers of the Force. Jedi and Sith units become important in later levels when they gain the ability to convert enemies; but Padawans and Sith apprentices have short-range weapons and are easy targets for troopers.

In later levels, mech factories provide powerful vehicles, but in Tech Level 2, they make only scouts. Scouts do a great job of exploring, but offer little in the way of fighting ability.

You need two Tech Level 2 buildings to advance to Tech Level 3. In most situations, a mech factory and a war center serve you best. You'll probably want some of the Level 3 units that mech factories create, and the research you conduct in your war center pays big dividends later.

Tech Level 2 Timetable

CAUTION

Tech Levels 2, 3, and 4 can be played many ways. The timetable below is for players who wish to advance to Levels 3 and 4 quickly before waging war.

As you begin Tech Level 2:

- Continue gathering carbon and food.
- Build ore and nova processing centers.
- Build additional trooper centers.
- Begin recruiting an army of 12 trooper recruits and 3 mounted troops for early invasions.
- Spread your territory. Look for ore and nova crystal deposits, then send a worker to build a light turret and a processing center beside those deposits.
- If you have shipyards, create three light frigates to protect it and its power core.

After one minute in Tech Level 2:

- Build a light wall and two or three light turrets if you have sufficient ore and your opponents have discovered you.
- Build a spaceport if you plan to trade.
- Amass a small defensive army and cue up more recruits.
- Commit additional resources to gathering carbon and food. You should have as many as 18 workers and five utility trawlers by this time.
- Be careful not to exhaust your food and carbon supplies.

After two minutes in Tech Level 2:

- Build your second Tech Level 2 building.
- Upgrade your carbon and ore processing centers to beamdrills.
- If you have built an animal nursery, upgrade it to simulants.
- Send your army to harass your nearest neighbors.
- Research the trooper and heavy mounted troops technologies as your army sets off.

After three minutes in Tech Level 2:

- Fortify your city against attack.
- Have newly upgraded mounted troops destroy enemy light turrets as your newly upgraded troopers protect them from outside the turrets' range.
- Build cargo hovercrafts if you wish to trade.
- Build light frigates to defend your shipyards.
- Send reinforcements to assist with invasion if it is succeeding.

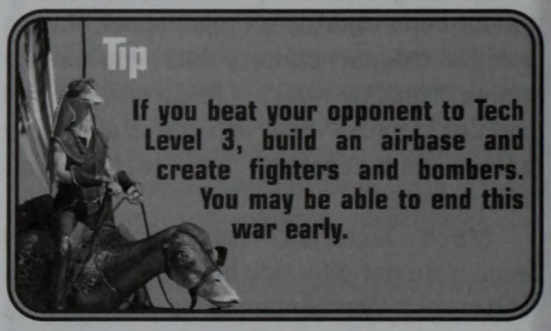
After four minutes in Tech Level 2:

- Create three additional workers and assign them to collect carbon or ore.
- Have the command center begin researching Tech Level 3.

Tech Level 3

Do not get complacent if you have been lucky enough to reach Tech Level 3 with only minor skirmishes—the big battles begin in this level. In fact, some players see Tech Level 3 as the most important step in their societal evolution, only upgrading to Tech Level 4 if the option becomes available during heated battle.

The most immediate difference between Tech Levels 2 and 3 is the introduction of airbases. Though opponents can recruit anti-air troopers in Tech Level 2, they are the only Level 2 protection against fighters and bombers. Because anti-air troopers are useless against anything but aerial units, most players wait until Level 3 to start recruiting them.



If you do not have a mech factory yet, build one in Tech Level 3. Strike mechs do a great job of tearing through enemy platoons and breaking up invasions.

Beginning in Tech Level 3, you can build the pinnacle of defensive technology, the fortress. Garrison troopers and workers in fortresses during attacks, and very few enemy units will withstand the barrage of fire these structures dole out. You also recruit Jedi-hounding Bounty Hunters in fortresses.

More than any other stage, Tech Level 3 is about creating an army and invading enemy space while inventing ways to defend your base.

Tech Level 3 Timetable

CAUTION

There is no set method of operations for Tech Levels 3 and 4. The following are just suggestions.

As you begin Tech Level 3:

- Construct one or two airbases, depending on how heavily you wish to rely on an air attack.
- Build solid defenses that include a mixture of light turrets and anti-air turrets.
- Place troopers and anti-air defenses around your turrets.
- Research medium turrets.
- Research heavy troopers and advanced mounted troopers.
- Research heavy duty drilling in your nova and ore processing centers.
- Research enhanced carbon extraction in your carbon processing center.
- Build a heavy weapons factory and create pummels.

If you are on the offensive:

- Build additional power cores and trooper centers near towns you wish to siege.
- Create and group invasion forces that include pummels and grenade troopers for destroying turrets and heavy troopers for destroying locals.
- Send ground forces to destroy anti-air defenses, then follow up with waves of fighters and bombers.
- Create a fleet of destroyers and frigates to protect your shipyard and destroy enemy trawlers.

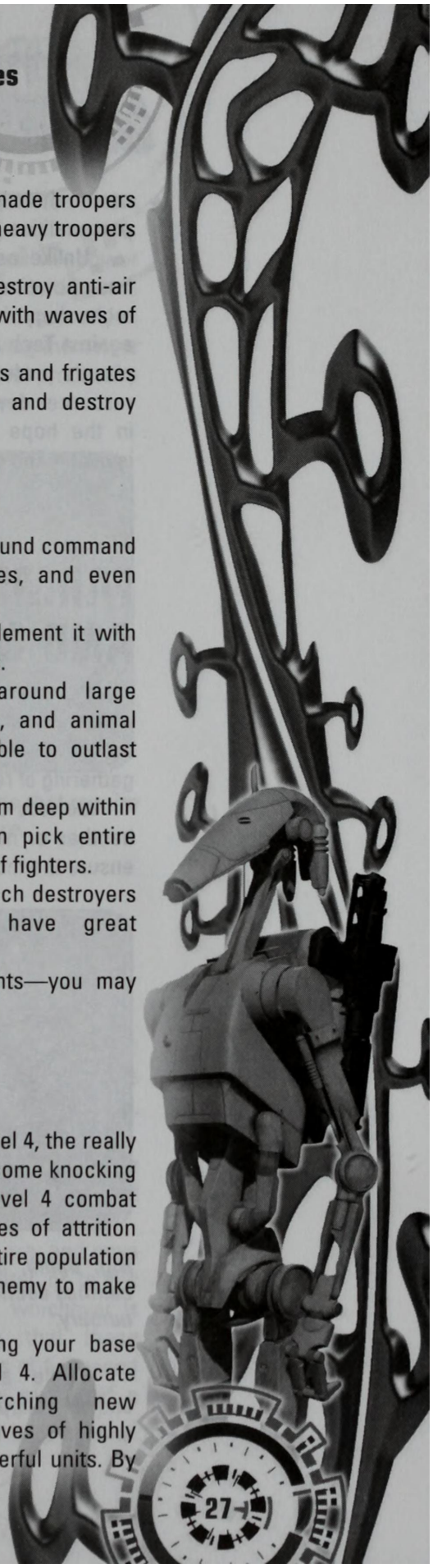
If you are on the defensive:

- Build shield generators around command centers, valuable factories, and even your troops.
- Build a fortress and supplement it with medium and anti-air turrets.
- Build strong defenses around large mineral deposits, forests, and animal nurseries. You may be able to outlast a siege.
- Build a fleet of fighters from deep within your stronghold. You can pick entire armies apart with a wave of fighters.
- Build strike mechs and mech destroyers because these units have great defensive value.
- Train Jedi and Sith Knights—you may make strategic converts.

Tech Level 4

If the battle rages into Tech Level 4, the really big guns come out and AT-ATs come knocking on your prefab door. Tech Level 4 combat sometimes devolves into battles of attrition with one side garrisoning its entire population in fortresses waiting for the enemy to make a mistake.

Don't worry about evolving your base once you reach Tech Level 4. Allocate everything toward researching new technologies and creating waves of highly specialized and incredibly powerful units. By



now the civilization's strengths and personalities have become more evident.

Unlike earlier tech levels, Tech Level 4 has no timeline. Players with Level 3 technology forces can defend themselves against Tech Level 4 invasions. In fact, some players prefer to invest all of their time and resources developing Tech Level 3 technology in the hope of creating an overwhelming invasion and obliterating enemies.

FARMING, FISHING, AND NERF HERDING

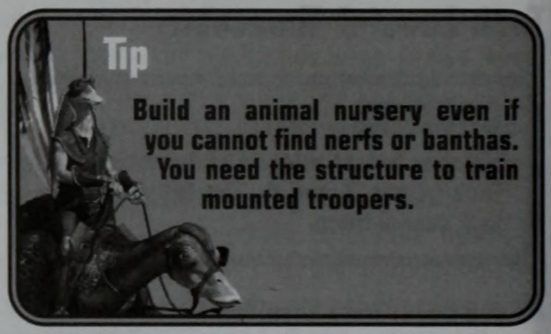
With the exception of Death Matches, in which you start out with troves of food and minerals, winning is more about the strategic gathering of resources than battlefield tactics.

So let's talk about food. If you can find banthas or nerfs, build an animal nursery to ensure the most dependable supply of food.

Big, dumb, but hopefully tasty, nerfs and banthas docilely march right into your animal nursery.

While animal nurseries provide an endless supply of food, one can't provide enough food for a 75-unit population. Animal nurseries hold up to five animals, and they produce food at a snail's pace if you do not place them near a power core.

Build your animal nursery as one of your first buildings if you find herd animals near your command center in Tech Level 1. Consider building an animal nursery in Tech Level 2 even if you have not located nerfs or banthas. You must have an animal nursery to train mounted troopers, and mounted troopers make the best early weapons for destroying buildings.



Tip

Build an animal nursery even if you cannot find nerfs or banthas. You need the structure to train mounted troopers.

On the opposite end of the spectrum, Muja fruit bushes offer a quick fix of food. You often find these bushes conveniently located near your command center. Send workers to pick the fruit and store it in your command center. Bear in mind that the bushes don't grow back.

Don't hesitate to build food processing centers near distant Muja bushes. Once you deplete the bushes, construct farms around the center in their place.

Farms and fisheries provide renewable sources of food. Farms cost a few measly units of carbon and land but offer a quick source of food. You can place farms on practically any level spot of dry land, so set them up for efficiency. Build farms in a tight circle around your food processing center to reduce the time spent transporting harvests.

Tech Level 1 farms do not last long, but you can research new farming technologies in Tech Levels 2, 3, and 4 that make them more productive.

Boost your efficiency by creating a well-organized heartland. Place your farms in tight rings around food processing centers for faster food production.

Utility trawlers provide you with both natural food sources and renewable ones. The natural source is fish. Most bodies of water contain water-covered tiles with schools of leaping fish. Once you construct shipyards, access these fish with utility trawlers. Unfortunately, once you empty these schools, your fish market ends forever.

On the other hand, once you've fished out a lake, you can grow food with an aqua-harvester. Utility trawlers place and tend aqua-harvesters the same way workers tend farms—they place them, work them, and transfer food from them to your shipyard. Like farms, aqua-harvesters become old and need replacing.

Aqua-harvesters have power requirements, so place them within the charge radius of a power core, which probably means near shore. Having them near your shipyard makes them more productive because it cuts the transport time.

Aqua-harvesters are water farms that require power from a nearby power core.

CARBON, ORE, AND CRYSTALS

Empires do not live on fish alone. You cannot construct buildings without carbon or turrets without ore. Creating X-wings, TIE fighters, and Jedi Masters costs nova crystals. Monuments cost plenty of ore and nova crystals, plus an interstellar truckload of carbon. Don't expect to win without mining.

Workers can haul carbon, ore, and nova crystals to your command center or to the appropriate processing center, whichever is closer. Remember, however, that these centers only research upgrades at full speed if they are within the charge radius of a nearby power core.

Of the three minerals, carbon is the most plentiful—it grows on trees. To gather carbon, select workers and send them to nearest tree, grove, or forest.

Carbon is just as important as food. You need carbon to construct prefab shelters, troop centers, animal nurseries, and many of your combat units. Ore and nova crystals, on the other hand, do not become essential to your war effort until later.

Ore and deposits appear as purple crystals. Use ore for making higher-level buildings such as fortresses and tactical structures such as turrets and light walls. Ore can become a deciding factor in the later stages of campaigns, when you rely on automated defenses, which require a lot of ore.

Just as a successful defense strategy involves ore, you will undoubtedly build your best offense around nova crystals, which appear as green crystals.

You may get lucky and find huge deposits of ore and nova crystals right next to your command center. More often you must search for these valuable commodities. When you find them, erect a processing center and defenses. Without defenses, enemies will pick off your workers and claim the deposits for themselves. In fact, placing a turret beside an unsuspecting processing center is a proven way to harass computer opponents.

CREATING ALLIANCES

One of the most important strategies in real-time strategy games is setting up alliances. With the exception of a few campaign scenarios, most of the wars involve more than two colonies. Battles usually go better when you don't go it alone.

Alliances claim an important role in single-player campaigns, but they are even more integral in multiplayer matches.

In single-player campaigns, diplomatic stances decide your trading and working situations. Allies permit your cargo hovercrafts to enter their spaceports. Enemy turrets fire upon your units.

Tip

Cargo hovercrafts are very durable. In desperate times, sneak trading vessels into enemy spaceports. They usually survive two or three visits depending on how well your enemies defend their walls.

Use the Diplomatic menu in the screen's bottom right to your advantage. This allows you to categorize other nations as ally, neutral, or enemy. Your troops and ships don't instigate skirmishes with neutral forces, and you can send cargo hovercrafts to neutral cities. You can trade with allied nations and your military will not fire on allies, even if fired upon. So pick your allies well.

Allies can share information. At the beginning of most levels, the majority of the map is blacked out with "fog of war." You clear this fog by exploring the map. If you have researched HoloNet transceiver in your spaceport, your explorations clear the map for your allies as well.

The Diplomatic menu allows you to categorize other nations as ally, neutral, or enemy.

Tip

In the trading world, what enemies think of you does not matter as much as what you think of them. To make a very agreeable trading partner, completely obliterate an enemy by destroying his turrets, defeating his workers, and razing every building with one exception: leave the spaceport standing. Now change his diplomatic status to "ally" and send cargo hovercrafts to his spaceport. This provides a great source of nova crystals.

Diplomacy takes on a whole new meaning in multiplayer matches, because you can preset unalterable alliances with other players. In the past, players have agreed to alliances, then changed their minds and attacked their unsuspecting partners. One of the setup options for multiplayer games is to lock alliances, preventing traitorous changes of mind.

In multiplayer games, players can set up tag teams, share resources, and go into battle together. This provides a unique opportunity in that certain combinations of civilizations work better together. The Trade Federation, for instance, gets off to quick starts as Battle Droids do not require housing. Couple the Trade Federation with the Empire's powerful ground attacks or the Rebel Alliance's strong X-wings, and you have a well-rounded army. Or couple two Trade Federation nations together and double your early advantage.

Experience shows that top players invent ways of exploiting strengths and weaknesses within each civilization. Players will definately tailor new strategies around the distinct civilizations and units in ***Star Wars*** **Galactic Battlegrounds**.

Chapter 4: Units and Buildings

The best players know every unit and every building in the game. They know how far Gungan artillery shoots and if it has a wider field of vision than a Rebel Alliance medium turret. This chapter briefly introduces the units and buildings that give the game its personality.

It is customary, when describing real-time strategy games, to categorize units by type; i.e., ships, airplanes, etc. In this case, the various units are more easily specified by the buildings in which they are trained. The first section of this chapter lists buildings, while the second section lists units by building and briefly touches upon each unit's abilities.

Trade Federation

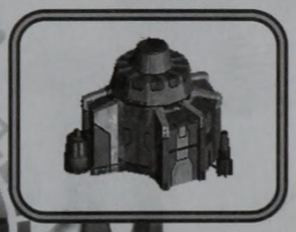
Wookiee

Gungan

BUILDINGS

Prefab Shelter

The architecture of the different civilizations is as different as the cultures themselves.



Rebel Alliance

Call them bunkers, houses, or prefab shelters, these are the basic dwellings in which your units live. They add structure and order to the gameplay. In order to train workers, troopers, Jedi, and have cannons, you must have houses. You must have one house for every five units you train.

There are exceptions. There are no limits on the number of units you can convert with Jedi and Sith. If your game has a 75-unit population cap and you convert 109 enemy

units, then you get to exceed the population limits. If you only have enough prefab shelters for 10 units and you convert 37, you do not need to build shelters for your converts, but you will not be able to train more units until your housing meets your population's needs.

Trade Federation droids do not require shelters, and Gungan workers can build underwater shelters.

Prefab shelters only cost 25 units of carbon to build and they have 800 hit points, meaning you can use them as makeshift walls if you run out of ore, but cannons blast through them with a single shot.

Characteristics

Cost: 25 units of carbon
Hit Points: 800
Attack: N/A
Armor: 1
DuraArmor: 7
Range: N/A

Units and Upgrades Offered: N/A

Command Center

Royal Naboo

This game revolves around two things—command centers and workers. You may be able to build great armies and conquer the world without them, but the moment you lose both your workers and your command center, your society starts to go.

Yeah, you can send out a Jedi and convert new workers, but without workers, you cannot replace buildings and resources. Without a command center, you cannot replace workers. As long as you have either workers to replace command centers or command centers to replace workers, your society remains dynamic and able to replenish itself.

Command centers also offer your society its first form of protection. In times of attack, you can garrison all of your workers inside your command center. It is a very durable building with powerful lasers that fire only when units are garrisoned inside.

Along with producing workers, command centers make great all-purpose processing centers. Workers can take food, carbon, nova crystals, and ore to command centers for processing. They are also where you research new technology levels.

Characteristics

Cost: 300 units of carbon, 10 units of ore
Hit Points: 2,500
Attack: 5
Armor: 3
DuraArmor: 6
Range: 6

Units and Upgrades Offered:

Tech Level 1: Workers, medics, basic training
Tech Level 2: Sensor beacon, upgraded motivator
Tech Level 3: Sensor array, optimized motivator
Tech Level 4: Self-regeneration (Wookiees only)

Troop Center

Gungan

Trooper recruits and mounted troopers come from troop centers. These basic soldiers may not seem like much compared to the highly sophisticated machines you can produce later, but they meet the needs of a Tech Level 1 society. As your civilization progresses, upgraded troop center units make powerful town protectors.

Characteristics

Cost: 160 units of carbon
Hit Points: 1,500
Attack: N/A
Armor: 1
DuraArmor: 7
Range: N/A

Units and Upgrades Offered:

Tech Level 1: Trooper recruit, mounted trooper
Tech Level 2: Trooper (after upgrade), heavy mounted trooper (after upgrade), anti-air trooper, grenade trooper, macro binoculars
Tech Level 3: Heavy trooper (after upgrade), advanced mounted trooper (after upgrade), heavy anti-air trooper (after upgrade), light armor, portable scanner
Tech Level 4: Repeater trooper (after upgrade), droid assistants, integrated rangefinder, dexterity, explosive yield, farseein binoculars (Gungan only)

Power Core

Royal Naboo

Power cores enable factories and centers to operate at full speed. Without juice from a power core, carbon, ore, and food processing centers research new technologies at a snail's pace; troop centers and shipyards train new units at one-fourth their standard speed; and shield generators will not work.

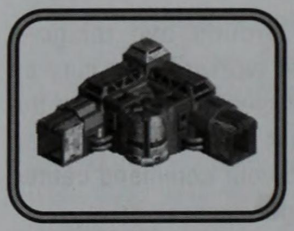
But modern convenience comes at a cost. Power cores cost a lot to build and crumble under attack. Once you lose your power, your entire civilization seems to grind to a halt.

Characteristics

Cost: 200 units of carbon
Hit Points: 250
Attack: N/A
Armor: 1
DuraArmor: 7
Range: N/A

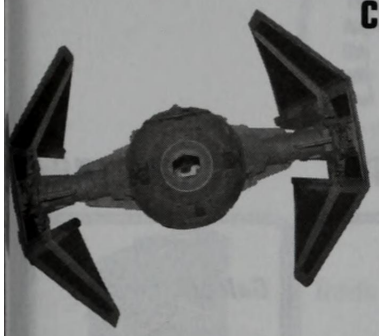
Units and Upgrades Offered: N/A

Mech Factory



Galactic Empire

Many players build their entire war strategy around the units that come out of this building. Wookiee, Trade Federation, and Galactic Empire fans will certainly specialize in mechs.



The reason is simple: mechs dominate. Heavy weapons are great for creaming buildings and inanimate objects, but they are too slow for moving targets and sitting ducks for Jedi conversions. Shipyard units are stuck in the water and seldom have the access to finish a battle. Troop center units do not have the raw firepower of mechs, and heavy weapons factory units are completely vulnerable to the speed of mech factory units.

You cannot build mech factories until Tech Level 2, and the only unit available to you in that level is scouts. Do not be discouraged. The value of mechs will be readily apparent in Tech Level 3 and painfully obvious in Tech Level 4.

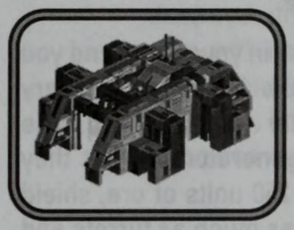
Characteristics

Cost: 180 units of carbon, 25 units of ore
Hit Points: 2,500
Attack: N/A
Armor: 2
DuraArmor: 8
Range: N/A

Units and Upgrades Offered:

Tech Level 2: Scout
Tech Level 3: Strike mech, mech destroyer, upgrade generator
Tech Level 4: Heavy strike mech (with upgrade), assault mech, heavy assault mech (with upgrade), heavy mech destroyer (with upgrade), walker research (Galactic Empire only), Gungan creature armor (Gungans only), advanced redesign, Wookiee ingenuity (Wookiees only), technicians

SHIPYARD



Rebel Alliance

One of the most expendable yet useful buildings, shipyards have both resource-gathering and strategic value. In Tech Level 1, they provide utility trawlers, a unit that can gather an alternate source of food should the map be barren.

While shipyards can create many powerful units, these units are limited in power except on water-intensive maps.

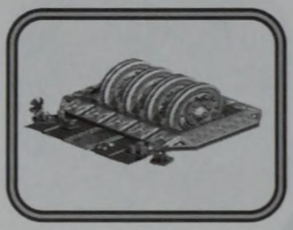
Characteristics

Cost: 160 units of carbon
Hit Points: 1,800
Attack: N/A
Armor: 1
DuraArmor: 7
Range: N/A

Units and Upgrades Offered:

Tech Level 1: Utility trawler
Tech Level 2: Light frigate, transport ship
Tech Level 3: Frigate, destroyer, anti-air destroyer
Tech Level 4: Advanced frigate (with upgrade), cruiser, advanced cruiser (with upgrade), heavy destroyer (with upgrade), heavy anti-air destroyer (with upgrade)

Shield Generator



Rebel Alliance

Place a shield generator in your camp and you automatically double the hit points of every building and unit under its protection. The knock against shield generators is that they cost a lot. Retailing at 250 units of ore, shield generators cost twice as much as turrets and give absolutely no "bang" for your buck. They can, however, pay for themselves by eliminating breakage.

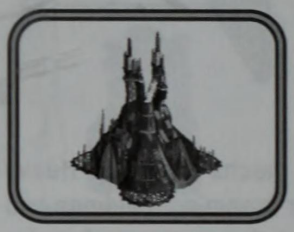
Place a shield generator and power core at the edge of town and you double the hit points of every building and unit it protects. Shield-protected units do not even begin taking damage until their shielding is eliminated. Better yet, shielding regenerates when it is not under fire.

Judicious use of shields in all but the most ore-intensive situations is a good idea, but placing shield generators in highly contested spots may mean the difference between the thrill of victory and the agony of defeat.

Characteristics

Cost: 250 units of ore
Hit Points: 1,500
Attack: N/A
Armor: 3
DuraArmor: 9
Range: N/A
Units and Upgrades Offered: N/A

Jedi Temple



Galactic Empire

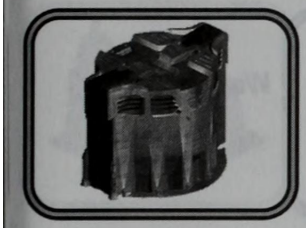
Learning to use Jedi Knights is tough, but worth the trouble. Jedi and Sith units, especially Jedi Masters, can do more mischief across the board than any other unit. Jedi have a powerful zero-range attack, and their ability to convert other units can turn the tide of an invasion. Of course, there is only one place you can train Jedi or Sith—in special temples.

Jedi and temples, which you can't erect until Tech Level 2, can also play a decisive role in ending matches. If victory conditions allow it, win battles by collecting relics called Holocrons (scattered around many maps) and holding them in your temple for 20 minutes.

Characteristics

Cost: 180 units of carbon, 25 units of nova crystals
Hit Points: 2,500
Attack: N/A
Armor: 2
DuraArmor: 8
Range: N/A
Units and Upgrades Offered:
Tech Level 2: Jedi Padawan
Tech Level 3: Jedi Knight (with upgrade), Jedi/Sith stamina, Jedi/Sith agility
Tech Level 4: Jedi Master (with upgrade), Force strong, Jedi/Sith purge, faith in Force, Force influence, Jedi/Sith perception, Jedi/Sith mind trick

Fortress



Trade Federation

Fortresses are helpful when they are yours and the building from hell when they're the enemy's. With 5,000 hit points, fortresses take a shot better than any other unit or building in the game, and they hit back hard. These Tech Level 3 and later buildings have built-in anti-air defenses, and they produce the nastiest units—berserkers, dark troopers, bounty hunters, and destroyer droids.

If you're defending some highly disputed crossroads, build a fortress in that spot and garrison some units. It will cost you a load of ore, but your opponents will spend more in carbon and nova crystals trying to remove it.

Characteristics

Cost: 550 units of ore
Hit Points: 5,000
Attack: 11
Armor: 8
DuraArmor: 11
Range: 8
Units and Upgrades Offered:
Tech Level 3: Bounty hunter, dark trooper phase 1 (Galactic Empire only), fambaa shield generator (Gungans only), airspeeder (Rebel Alliance only), royal crusader (Royal Naboo only), destroyer droid (Trade Federation only), berserker (Wookiees only)
Tech Level 4: Cannon, attack programming, Bothan spy network, advanced processes, presidium, dark trooper phase 2 (Galactic Empire only, with upgrade), heavy fambaa shield generator (Gungans only, with upgrade), armored airspeeder (Rebel Alliance only, with upgrade), elite royal crusader (Royal Naboo only, with upgrade), shielding (Royal Naboo only), taxation (Royal Naboo only), heavy destroyer droid (Trade Federation only, with upgrade), advanced berserker (Wookiees only, with upgrade), berserker jet pack (Wookiee only)

Heavy Weapons Factory

Royal Naboo

With the exception of the anti-air mobile, which cools your air-strong opponent's jets, heavy weapons factory units do not have much use in battles. Only the most brain-dead units would allow themselves to be "pummeled." And while artillery attacks are good for first-strike damage, units generally wake up after that first bombardment.

First available in Tech Level 3, this factory produces units that shine in mop-up operations. Just set your heavy pummel on "Aggressive" stance, place it in an enemy city, and it eats building after building.

Characteristics

Cost: 210 units of carbon, 25 units of ore
Hit Points: 2,500
Attack: N/A
Armor: 3
DuraArmor: 9
Range: N/A

Units and Upgrades Offered:

Tech Level 3: Artillery, anti-air mobile, pummel, strengthened frame

Tech Level 4: Heavy artillery (with upgrade), heavy anti-air (with upgrade), heavy pummel (with upgrade), reinforced frame, creature training (Gungan only), mechanics, forest vision (Wookiees only)

Airbase

Trade Federation

While anti-air defenses effectively neutralize air attacks, fighters make great escorts when guarding heavy weapons units. Assign two fighters to guard pummels and other units, then send the pummel to do the heavy labor.

Characteristics

Cost: 210 units of carbon, 25 units of ore
Hit Points: 2,500
Attack: N/A
Armor: 7
DuraArmor: 10
Range: N/A

Units and Upgrades Offered:

Tech Level 3: Fighter, bomber, air transport, flight school, enlarged bomb hold

Tech Level 4: Fast fighter (with upgrade), advanced fighter (with upgrade), enhanced bomber (with upgrade), advanced bomber (with upgrade), advanced flight school, shield modifications, armored plate work, advanced engineers (Royal Naboo only)

War Center

Wookiee

War centers do not train units, but they can decide a battle. Since you need to build two Tech Level 2 buildings to progress to Tech Level 3, a lot of players have war centers by the end of Tech Level 2. The research carried out in this building makes your soldiers tougher and your mechs more powerful.

Characteristics

Cost: 180 units of carbon
Hit Points: 2,200
Attack: N/A
Armor: 3
DuraArmor: 9
Range: N/A

Units and Upgrades Offered:

Tech Level 2: Basic armor, elevation tracking, light plating, primary focusing coil

Tech Level 3: Light armor, external sensor pod, medium plating, cooling sleeves, redesigned specifications, grenadier training

Tech Level 4: Heavy armor, targeting sensor, heavy plating, advanced power pack, advanced propulsion, redoubled efforts, advanced scanning, faster growth chamber (Gungan only), tougher armor (Rebel Alliance only)

Research Center

Galactic Empire

The upgrades you receive through your research center help fortify your base. First available in Tech Level 3, this is the building that lets you upgrade turrets, walls, and building durability. Granted, it's not the most exciting building on the block, but these upgrades help you focus on more offensive matters.

Characteristics

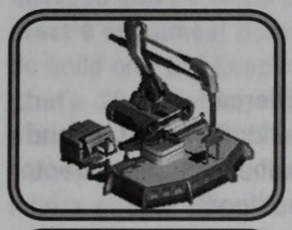
Cost: 210 units of carbon
Hit Points: 2,200
Attack: N/A
Armor: 4
DuraArmor: 10
Range: N/A

Units and Upgrades Offered:

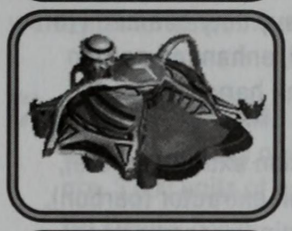
Tech Level 3: Durasteel support beams, ion accu-accelerator, rotation bearings, power calibrator, tracking and targeting computer, medium turret, heavy wall

Tech Level 4: Permacite plating, homing sensor, heavy weapons engineers, advanced turret, advanced anti-air turret, shield wall

Processing Center (Food, Carbon, Ore, and Nova Crystal)

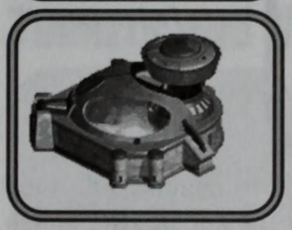


Rebel Alliance, Ore



Gungan, Food

Wookiee, Carbon



Royal Naboo, Nova Crystals

Processing centers work like satellite command centers, allowing players to set up peripheral locations without building command centers everywhere. Unlike command centers, which can handle food, ore, nova crystals, and carbon, processing centers specialize in one resource and do not train workers.

NOTE

You must have a food processing center to construct farms.

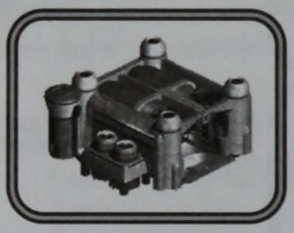
Characteristics

Cost: 100 units of carbon
Hit Points: 1,000
Attack: N/A
Armor: 1
DuraArmor: 7
Range: N/A

Units and Upgrades Offered:

Tech Level 2: Beamdrill mining (ore and nova crystal), handheld carbon extractor (carbon), irrigation (food)
Tech Level 3: Heavy duty beamdrill (ore and nova crystal), enhanced carbon extractor (carbon), harvesting program (food)
Tech Level 4: Fusion extraction (ore), heavy duty carbon extractor (carbon), advanced harvesting program (food)

Animal Nursery



Trade Federation

Animal nurseries are specialized food processing centers designed to house banthas and nerfs. Unlike farms and aqua-harvesters, animal nurseries do not require rebuilding. If you have enough animals stored and you research the various upgrades offered in Tech Levels 2 to 4, animal nurseries can produce a good stream of food. On the other hand, they need to be near a power core to work at full speed.

Some players dispute the value of animal nurseries. While many players like the steady flow of food, others say it is too small and the quick burst of food you get by hunting animals is better. However, you can't train mounted troopers in your troop center unless you have an animal nursery, and mounted troopers do a great job of messing up assault mechs, pummels, and artillery.

Characteristics

Cost: 100 units of carbon
Hit Points: 1,000
Attack: N/A
Armor: 1
DuraArmor: 7
Range: N/A

Units and Upgrades Offered:

Tech Level 2: Stimulants
Tech Level 3: Genetics
Tech Level 4: Cloning

Spaceport

Rebel Alliance

Spaceports add an economic dimension to the game. By building a spaceport, you open communications with other civilizations. You pay tributes, trade for nova crystals, and share information through spaceports. First available in Tech Level 2, this building has unique upgrades that allow players to drop the price of researching technologies or share map exploration with allies.

The main purpose of spaceports is trading, and they produce one unit—cargo hovercrafts.

Characteristics

Cost: 180 units of carbon
Hit Points: 2,000
Attack: N/A
Armor: 2

DuraArmor: 8
Range: N/A
Units and Upgrades Offered:
Tech Level 2: Cargo hovercraft, Hutt endorsement, Neimoidian endorsement (Trade Federation only), HoloNet transceiver
Tech Level 3: Galactic banking, market insider trading (Trade Federation only)
Tech Level 4: Galactic trade commission, altered bargain (Galactic Empire only), market control (Trade Federation only)

Monument

Rebel Alliance

Trade Federation

Royal Naboo

Wookiee

The pinnacle of any civilization's art, culture, and technology, monuments cost a lot to make and do nothing but sit there. Owning a monument for 200 days, however, gives players an instant victory.

Monuments are huge, pricey, and useless buildings that take forever to build and collapse quickly when attacked. You can only erect a monument during Tech Level 4. If you do build one and keep it guarded for 200 days (that's 20 minutes), you automatically win almost any battle. This strategy is largely frowned upon in the multiplayer community, where people seem to believe that the only worthy victories come on the battlefield.

Characteristics

Cost: 3,000 units of carbon, 3,000 units of ore, 3,000 units of nova crystals
Hit Points: 3,000
Attack: N/A
Armor: 3
DuraArmor: 10
Range: N/A

Turrets and Walls

Advanced Turret, Galactic Empire

Turrets and walls are purely defensive structures you can upgrade through a research center. The full list of these structures includes sentry posts, turrets, anti-air turrets, gates, light walls, medium walls, heavy walls, and shield walls. The power and effects of these structures vary from civilization to civilization.

UNITS

The key to victory is knowing your troops. It's not enough to know that Jedi Masters can learn stealth; you need to know that bounty hunters can see through stealth and are the natural enemy of the Jedi.

The following list offers a basic understanding of each unit's capabilities and how it works. Learning the finer points about these units comes with time spent on the field.

Command Center Units

Worker

Rebel Alliance

The worker is the central unit. Your civilization begins dying the moment you run out of workers and cannot get more. Workers are the only units that can gather ore, carbon, and nova crystals. Only workers can erect buildings.

Characteristics

Cost: 50 units of food
Hit Points: 55
Armor: 0
DuraArmor: 0
Attack: 3
Range: 3
Line of Sight: 5
Natural Predators: Everything but banthas, mynocks, nerfs
Natural Prey: Trees, ore, nova crystals, banthas, Muja bushes, mynocks, nerfs

Medic

Gungan

Medics help your armies last longer in battle by healing troopers, workers, and other biological units. Medics have no attack capabilities, but they repair your soldiers as you prepare for battles. Gungan medics cannot heal Gungan heavy weapons, even if they are biological in nature.

Characteristics

Cost: 35 units of food
Hit Points: 35
Armor: 0
DuraArmor: 0
Attack: 0
Range: 1
Line of Sight: 6
Natural Predators: Anything that bites, shoots, or hits
Natural Prey: None

Troop Center Units

NOTE

All troop center statistics are based on Galactic Empire units.

In the early stages of matches, when trooper recruits and mounted troopers are all anybody can use to fight, a troop center army deals decisive blows. As battles evolve, however, new units appear that chew through a platoon of troopers. Strike mechs and destroyer droids

specialize in trooper dropping, and unprotected troopers make an easy target for fighters.

Even so, repeater troopers make great guards, heavy mounted troopers prove effective against assault mechs and other slow-moving units, and anti-air troopers are a cheap and effective form of protection against fighters, bombers, and other airborne pests.

Trooper Recruit

Galactic Empire

Trooper recruits are the first military weapon in every battle.

Characteristics

Cost: 25 units of food, 35 units of carbon
Hit Points: 45
Armor: 0
DuraArmor: 1
Attack: 6
Range: 3
Line of Sight: 5
Natural Predators: Strike mechs, destroyer droids, turrets
Natural Prey: Workers, mounted troopers
Upgraded Incarnations: Trooper, heavy trooper, repeater trooper

Mounted Trooper

Galactic Empire

Once you build an animal nursery, you can train mounted troopers in your troop center.

Characteristics

Cost: 55 units of food, 20 units of nova crystals
Hit Points: 55
Armor: 3
DuraArmor: 3
Attack: 7
Range: 0
Line of Sight: 5
Natural Predators: Fighters, troopers, strike mechs, turrets with bearing upgrade
Natural Prey: Walls, turrets, assault mechs, pummels, artillery
Upgraded Incarnations: Heavy mounted trooper, advanced mounted trooper

Anti-Air Trooper

Galactic Empire

Anti-air troopers have one purpose—downing fighters.

Characteristics

Cost: 35 units of food, 35 units of carbon
Hit Points: 35
Armor: 0
DuraArmor: 1
Attack: 9
Range: 6
Line of Sight: 8
Natural Predators: Troopers, strike mechs, turrets, assault mechs
Natural Prey: Fighters, bombers
Upgraded Incarnations: Heavy anti-air trooper

Grenade Trooper

Galactic Empire

Grenade troopers have limited battlefield potential.

Characteristics

Cost: 90 units of food, 40 units of nova crystals
Hit Points: 45
Armor: 1
DuraArmor: 3
Attack: 1
Range: 6
Line of Sight: 8
Natural Predators: Troopers, strike mechs, turrets, assault mechs
Natural Prey: Walls and buildings

Mech Factory Units

NOTE
All mech factory statistics are based on Trade Federation units.

Mech factory units are designed to control land battles, the central theater of most confrontations. These units possess an excellent combination of speed and power.

Scout

Trade Federation

Scouts have limited firepower and hit points, but move so quickly that they can outrun most attackers.

Characteristics

Cost: 50 units of food
Hit Points: 60
Armor: 0
DuraArmor: 2
Attack: 3
Range: 2
Line of Sight: 4
Natural Predators: Strike mechs, fighters
Natural Prey: None

Strike Mech

Trade Federation

Strike mechs are natural-born trooper shredders.

Characteristics

Cost: 50 units of food, 100 units of carbon
Hit Points: 80
Armor: 2
DuraArmor: 5
Attack: 4
Range: 6
Line of Sight: 8
Natural Predators: Mech destroyers, turrets, fighters
Natural Prey: Troopers
Upgraded Incarnations: Heavy strike mech

Mech Destroyer

Trade Federation

Mech destroyers are the best countermeasure against enemy mech units.

Characteristics

Cost: 100 units of food, 175 units of carbon
Hit Points: 150
Armor: 3
DuraArmor: 5
Attack: 6
Range: 7
Line of Sight: 9
Natural Predators: Assault mechs, turrets, fortresses, fighters
Natural Prey: Troopers, strike mechs, assault mechs
Upgraded Incarnations: Heavy mech destroyer

Assault Mech

Trade Federation

Assault mechs are more mobile than cannons and more lethal than smaller mechs.

Characteristics

Cost: 200 units of food, 350 units of nova crystals
Hit Points: 275
Armor: 4
DuraArmor: 9
Attack: 18
Range: 8
Line of Sight: 10
Natural Predators: Fighters, advanced turrets, fortresses, mounted troopers
Natural Prey: Troopers, strike mechs, dark troopers, and just about everything else that moves
Upgraded Incarnations: Heavy assault mech

Shipyard Units

NOTE
All shipyard unit statistics are based on Gungan units.

Water dominance is often overlooked, and sometimes with good reason. You can access most of a map if it has rivers, but your prized and expensive advanced cruisers will be sitting ducks for mechs and even mounted troopers.

That said, with a good navy you can completely isolate enemies on ocean-esque battlefields by downing their ships with your destroyers, then blasting their transports out of the air with your anti-air destroyers.

Utility Trawler

Gungan

Utility trawlers provide a good alternative source of food—fish.

Characteristics

Cost: 75 units of food, 10 units of nova crystal
Hit Points: 60
Armor: 0
DuraArmor: 4
Attack: 0
Range: 0
Line of Sight: 5
Natural Predators: Frigates, destroyers, fighters, turrets
Natural Prey: Fish

Light Frigate

Gungan

Frigates are light, fast boats with limited firepower.

Characteristics

Cost: 90 units of carbon, 20 units of nova crystals
Hit Points: 50
Armor: 0
DuraArmor: 6
Attack: 6
Range: 5
Line of Sight: 7
Natural Predators: Frigates, turrets, destroyers, fighters
Natural Prey: Utility trawlers
Upgraded Incarnations: Frigate, advanced frigate

Transport Ship

Gungan

This is the Gungan version of the transport ship.

Characteristics

Cost: 125 units of carbon, 15 units of nova crystals
Hit Points: 160
Armor: 4
DuraArmor: 8
Attack: 0
Range: 0
Line of Sight: 6
Natural Predators: Frigates, destroyers, turrets, fighters
Natural Prey: None

Destroyer

Gungan

Destroyers are ocean-going pummels.

Characteristics

Cost: 100 units of carbon, 25 units of nova crystal
Hit Points: 120
Armor: 0
DuraArmor: 6
Attack: 2
Range: 0
Line of Sight: 3
Natural Predators: Turrets, fighters
Natural Prey: Utility trawlers, frigates, cruisers, shipyards
Upgraded Incarnations: Heavy destroyer

Anti-Air Destroyer

Gungan

Anti-air destroyers can completely neutralize most air attacks.

Characteristics

Cost: 100 units of carbon, 35 units of nova crystals
Hit Points: 120
Armor: 0
DuraArmor: 6
Attack: 25
Range: 7
Line of Sight: 9
Natural Predators: Destroyers, frigates
Natural Prey: Fighters, bombers
Upgraded Incarnations: Heavy anti-air destroyer

Cruiser

Gungan

Cruisers are water-going artillery.

Characteristics

Cost: 200 units of carbon, 150 units of nova crystals
Hit Points: 160
Armor: 0
DuraArmor: 9
Attack: 35
Range: 12
Line of Sight: 14
Natural Predators: Destroyers, frigates, fighters
Natural Prey: Buildings of all types
Upgraded Incarnations: Advanced cruiser

Jedi Temple Units

NOTE
Jedi statistics are based on Rebel Alliance units.

Rebel Alliance

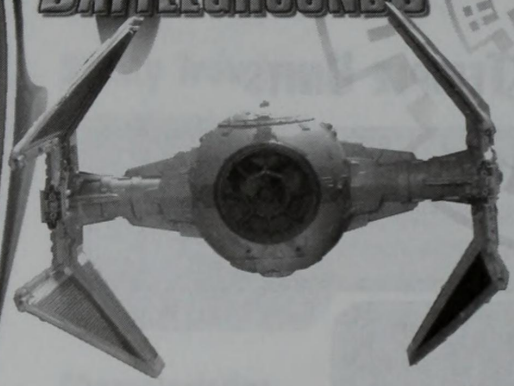
Jedi are listed as having a zero range of attack. Lightsaber attacks are indeed zero-range events, but Jedi conversions are medium-range events.

Jedi play an integral role in many skilled players' strategies. Jedi and Sith units combine a reasonably strong attack, stealth upgrades, and the ability to convert enemies. If you do not use Jedi, invest in bounty hunters to counter their conversions and stealth.

Jedi Padawan/Sith Apprentice

Characteristics

Cost: 100 units of food, 250 units of nova crystals
Hit Points: 125
Armor: 0
DuraArmor: 4
Attack: 6
Range: 0
Line of Sight: 4
Natural Predators: Bounty hunters, fighters
Natural Prey: Just about everything
Upgraded Incarnations: Jedi Knight, Sith Knight, Jedi Master, Sith Master



[dark troop.bmp][

Fortress Units

Fortresses put out powerful offensive units with specialized purposes. Bounty hunters and dark troopers are countermeasures for Jedi. Cannons are turret and fortress destroyers. Airspeeders are especially good at taking out assault mechs.

Bounty Hunter

Wookiee

Bounty hunters can see through Jedi stealth and are the natural enemy of the Jedi.

Characteristics

Cost: 150 units of food, 150 units of carbon
Hit Points: 175
Armor: 2
DuraArmor: 2
Attack: 15
Range: 7
Line of Sight: 9
Natural Predators: Strike mechs, assault mechs, turrets, fighters
Natural Prey: Jedi, troopers

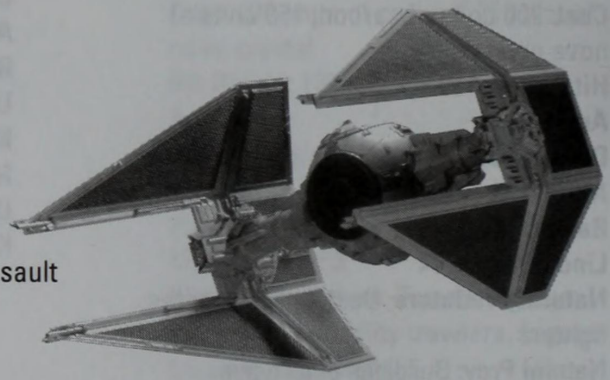
Dark Trooper Phase 1 (Galactic Empire only)

Galactic Empire

Slow, powerful, and mechanized, dark troopers are the cyborg version of the strike mech.

Characteristics

Cost: 50 units of food, 85 units of carbon
Hit Points: 150
Armor: 2
DuraArmor: 4
Attack: 6
Range: 4
Line of Sight: 6
Natural Predators: Strike mechs, assault mechs, turrets, fighters
Natural Prey: Jedi, troopers
Upgraded Incarnations: Heavy anti-air trooper



Fambaa Shield Generator (Gungans only)

Gungan

Fambaa shield generators give Gungan troops a distinct and much-needed field advantage.

Characteristics

Cost: 150 units of food, 150 units of ore
Hit Points: 150
Armor: 20
DuraArmor: 20
Attack: 0
Range: 5.2
Line of Sight: 7
Natural Predators: Anything that blows fire, shoots, stabs, or converts, especially fighters
Natural Prey: None
Upgraded Incarnations: Heavy fambaa shield generator

Airspeeder (Rebel Alliance only)

Rebel Alliance

Inexpensive and made for tackling mechs, airspeeders are easily downed by anti-air units.

Characteristics

Cost: 55 units of food, 66 units of nova crystals
Hit Points: 30
Armor: 0
DuraArmor: 0
Attack: 1
Range: 4
Line of Sight: 6
Natural Predators: All anti-air units
Natural Prey: All mechs
Upgraded Incarnations: Armored airspeeder

Royal Crusader (Royal Naboo only)

Royal Naboo

Sort of an ultra heavy advance mounted trooper, royal crusaders have a powerful zero-range attack.

Characteristics

Cost: 100 units of food, 80 units of nova crystals
Hit Points: 175
Armor: 1
DuraArmor: 2
Attack: 5
Range: 0
Line of Sight: 5
Natural Predators: Jedi, fighters
Natural Prey: Turrets, assault mechs, troopers
Upgraded Incarnations: Elite royal crusader

Destroyer Droid (Trade Federation only)

Trade Federation

Tough, fast, and armed with rapid fire, destroyer droids make great antipersonnel units.

Characteristics

Cost: 50 units of carbon, 150 units of nova crystals
Hit Points: 85
Armor: 2
DuraArmor: 4
Attack: 6
Range: 5
Line of Sight: 7
Natural Predators: Assault mechs, turrets, fighters
Natural Prey: Troopers, workers, strike mechs
Upgraded Incarnations: Heavy destroyer droid

Berserker (Wookiees only)

Wookiee

Single-minded and vicious, berserkers will hound any target to in close-range attacks.

Characteristics

Cost: 80 units of food, 35 units of nova crystals
Hit Points: 150
Armor: 1
DuraArmor: 2
Attack: 10
Range: 0
Line of Sight: 5
Natural Predators: Fighters, Jedi
Natural Prey: Mechs, heavy weapons, power cores
Upgraded Incarnations: Advanced berserker

Cannon

Rebel Alliance

Cannons are utterly defenseless against attack, but they have the most devastating firepower.

Characteristics

Cost: 200 units of carbon, 200 units of nova crystals
Hit Points: 150
Armor: 1
DuraArmor: 150
Attack: 200
Range: 16
Line of Sight: 18
Natural Predators: Everything
Natural Prey: Anything that does not move

Heavy Weapons Factory Units

NOTE

All heavy weapons factory unit statistics are based on Wookiee units.

Heavy weapons factory units are generally slow-moving, post-battle weapons. These are units that need protection but deliver powerful blows. They are especially well-suited for town destruction.

Artillery

Wookiee

Artillery are catapult-like units with less firepower but more mobility than cannons.

Characteristics

Cost: 50 units of carbon, 90 units of nova crystals
Hit Points: 110
Armor: 0
DuraArmor: 6
Attack: 15
Range: 9
Line of Sight: 11
Natural Predators: Troopers, strike mechs, mounted troopers, fighters, Jedi
Natural Prey: Walls, buildings, light turrets
Upgraded Incarnations: Heavy artillery

Anti-Air Mobile

Wookiee

One anti-air mobile can easily down several fighters.

Characteristics

Cost: 150 units of carbon, 50 units of nova crystals
Hit Points: 90
Armor: 0
DuraArmor: 10
Attack: 22
Range: 7
Line of Sight: 9
Natural Predators: Troopers, strike mechs, turrets, assault mechs, mounted troopers, Jedi
Natural Prey: Fighters, bombers
Upgraded Incarnations: Heavy anti-air mobile

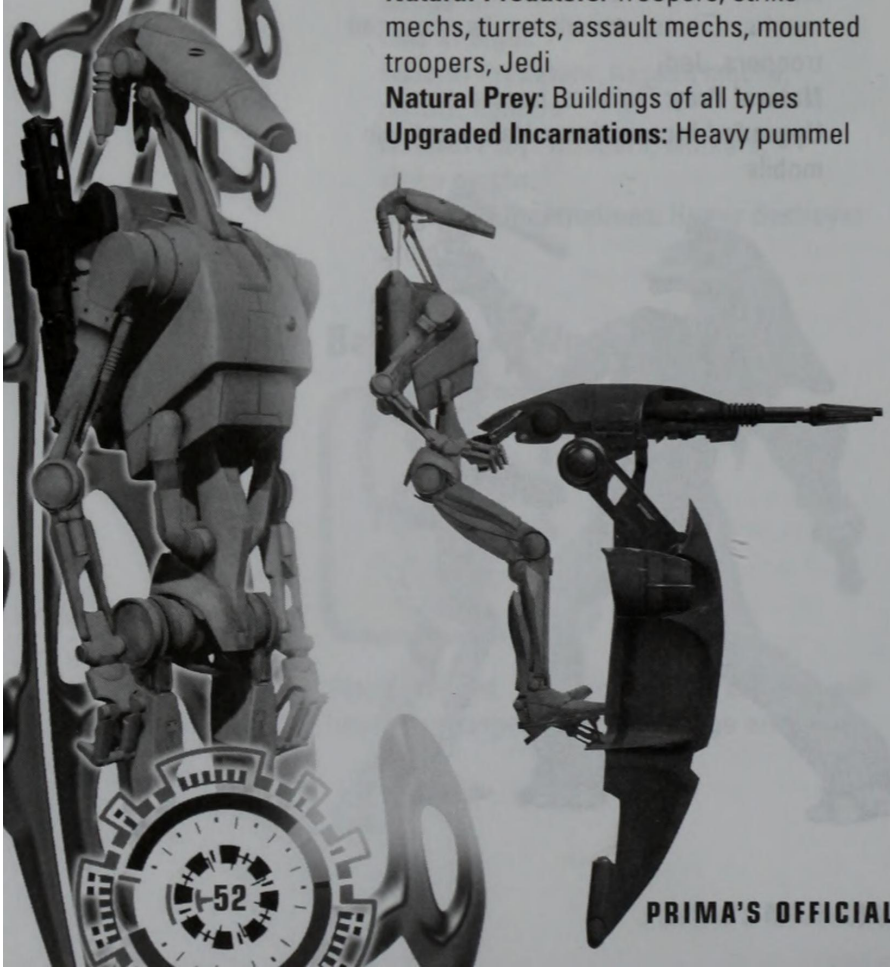
Pummel

Wookiee

Pummels are slow, powerful units designed for destroying walls and buildings.

Characteristics

Cost: 150 units of carbon, 75 units of nova crystals
Hit Points: 200
Armor: 5
DuraArmor: 180
Attack: 2
Range: 0
Line of Sight: 4
Natural Predators: Troopers, strike mechs, turrets, assault mechs, mounted troopers, Jedi
Natural Prey: Buildings of all types
Upgraded Incarnations: Heavy pummel



Airbase Units

Fighters are fast but lack firepower. Bombers demolish buildings better than fighters, but lack defensive capability. They cannot defend themselves against fighters, and they are vulnerable to anti-air units.

NOTE

All airbase statistics are based on Royal Naboo units.

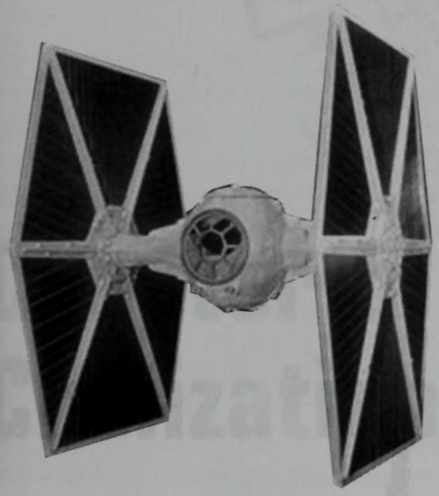
Fighter

Royal Naboo

Perfect for attacking workers, trawlers, and other aircraft, fighters are very susceptible to ground attacks.

Characteristics

Cost: 55 units of food, 66 units of nova crystals
Hit Points: 25
Armor: 0
DuraArmor: 0
Attack: 4
Range: 3
Line of Sight: 6
Natural Predators: Anti-air turrets, anti-air troopers, anti-air mobiles, anti-air destroyers
Natural Prey: Workers, mechs, all heavy weapons units except anti-air mobiles
Upgraded Incarnations: Fast fighter, advanced fighter



Bomber

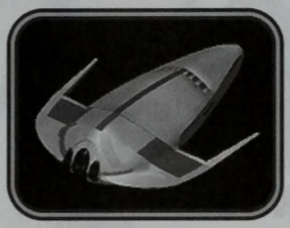
Royal Naboo

One of the most vulnerable units in the game, bombers demolish buildings slightly better than fighters.

Characteristics

Cost: 55 units of food, 88 units of nova crystals
Hit Points: 25
Armor: 0
DuraArmor: 0
Attack: 5
Range: 1
Line of Sight: 5
Natural Predators: Anti-air turrets, anti-air troopers, anti-air mobiles, anti-air destroyers, fighters
Natural Prey: Buildings of all types except fortresses
Upgraded Incarnations: Enhanced bomber, advanced bomber

Air Transport

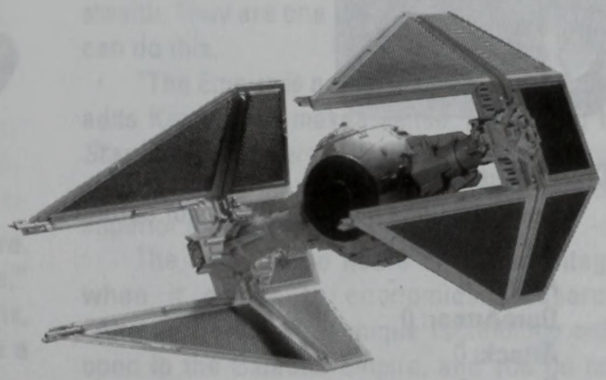


Royal Naboo

Possibly the most valuable unit an airbase can produce, transports allow you to get units to any location on the map.

Characteristics

Cost: 39 units of food, 138 units of carbon
Hit Points: 150
Armor: 0
DuraArmor: 0
Attack: 0
Range: 0
Line of Sight: 5
Natural Predators: Anti-air turrets, anti-air troopers, anti-air mobiles, anti-air destroyers, fighters
Natural Prey: None



Spaceport Units

Cargo hovercrafts are the only units produced in spaceports and the only means of trading in the game. They have no guns, no bombs, and no ability to shuttle other units, yet they can play a decisive role in a battle.

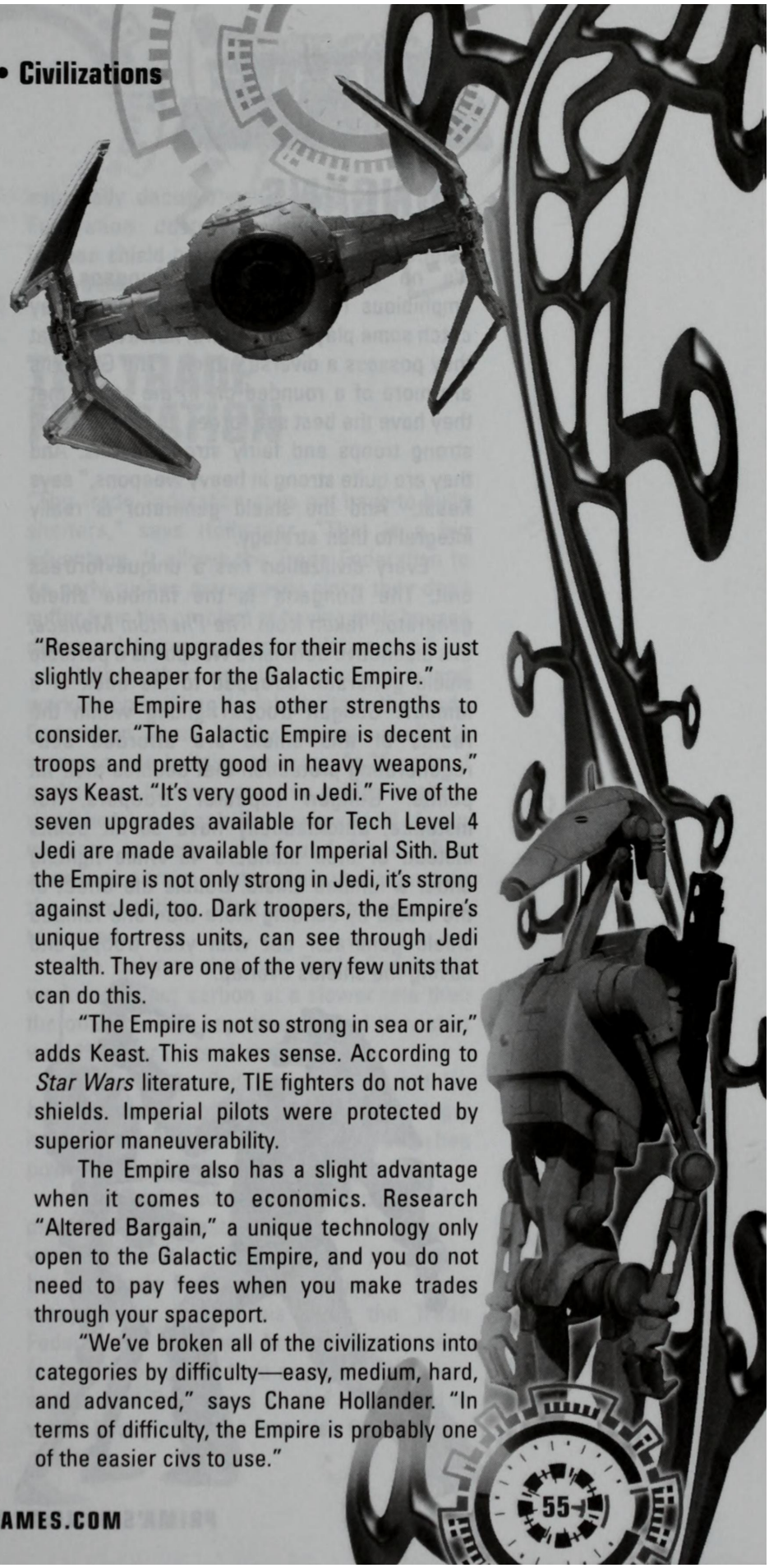
You need nova crystals to produce many of the best weapons. Run out of nova crystals and you are sunk. Once your supplies of crystals dwindle and the map is depleted, you can still get crystals through trading. This may be the slowest way to rebuild your resources, but sometimes it's your only means.

Cargo Hovercraft

Trade Federation

Characteristics

Cost: 100 units of food, 50 units of carbon
Hit Points: 50
Armor: 0
DuraArmor: 0
Attack: 0
Range: 0
Line of Sight: 3
Natural Predators: Everything
Natural Prey: Nothing



Chapter 5: Civilizations

There are six civilizations, each with its own strengths and advantages. Largely based on the way they were portrayed in the movies, the team designing the game gave one civilization better ground strength and another added economic clout. The goal was to make civilizations that were different but equal.

Two members of LucasArts' ***Star Wars* Galactic Battlegrounds** team, Chane Hollander and Matthew Keast, have taken a moment to discuss those differences.

THE GALACTIC EMPIRE

"Okay, let me start with the Galactic Empire. The Empire has very powerful mechs," Matthew Keast explains. "Its assault mechs, since they are adapted from the movies, are a little bit nicer than other assault mechs."

The Imperial assault mech is the all-terrain armored transport, or AT-AT. Technology tree statistics show differences that all heavy assault mechs have 300 hit points, a 20-point attack rating, and a range of 8; but the AT-AT is superior to other assault mechs because "Researching upgrades for their mechs is just slightly cheaper for the Galactic Empire."

The Empire has other strengths to consider. "The Galactic Empire is decent in troops and pretty good in heavy weapons," says Keast. "It's very good in Jedi." Five of the seven upgrades available for Tech Level 4 Jedi are made available for Imperial Sith. But the Empire is not only strong in Jedi, it's strong against Jedi, too. Dark troopers, the Empire's unique fortress units, can see through Jedi stealth. They are one of the very few units that can do this.

"The Empire is not so strong in sea or air," adds Keast. This makes sense. According to *Star Wars* literature, TIE fighters do not have shields. Imperial pilots were protected by superior maneuverability.

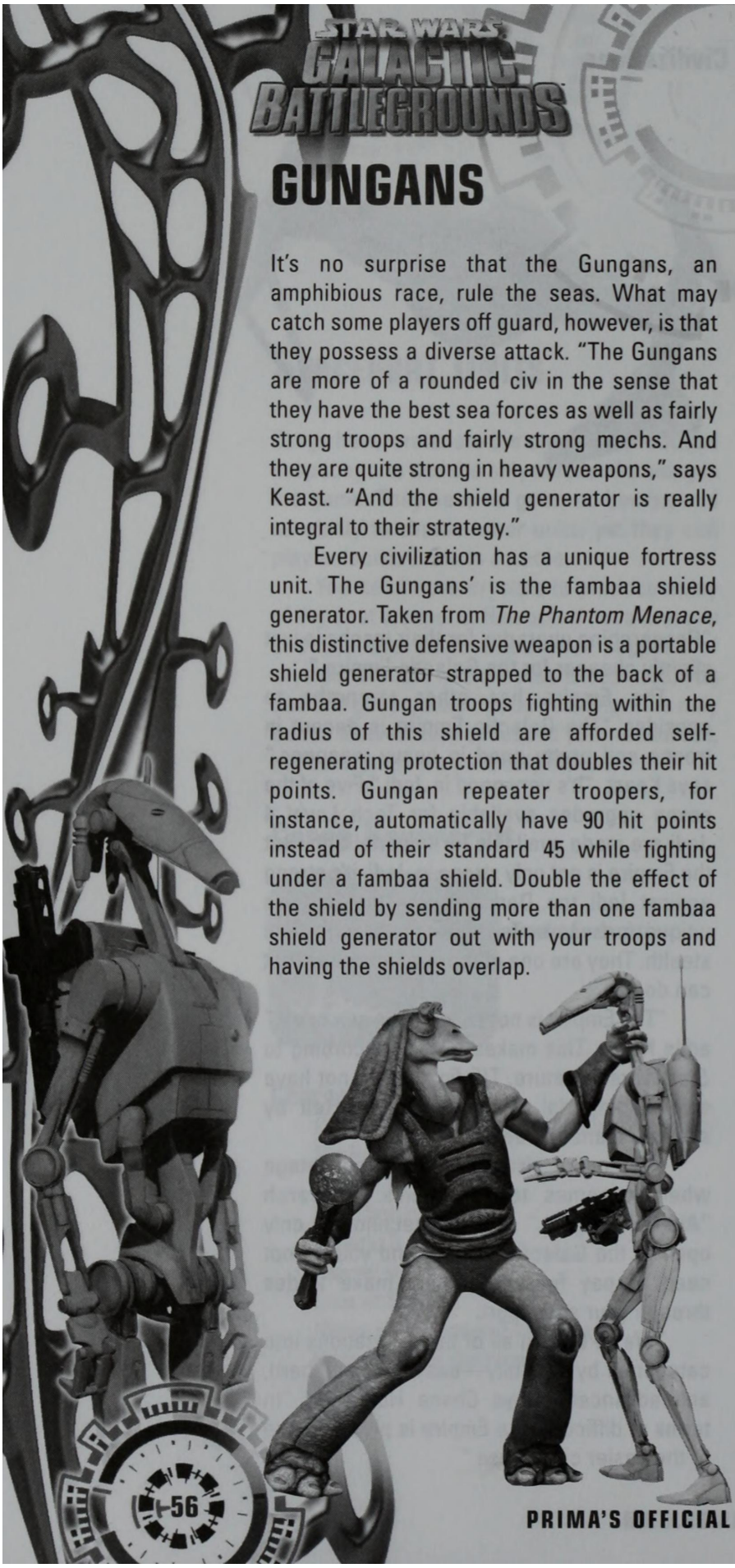
The Empire also has a slight advantage when it comes to economics. Research "Altered Bargain," a unique technology only open to the Galactic Empire, and you do not need to pay fees when you make trades through your spaceport.

"We've broken all of the civilizations into categories by difficulty—easy, medium, hard, and advanced," says Chane Hollander. "In terms of difficulty, the Empire is probably one of the easier civs to use."

GUNGANS

It's no surprise that the Gungans, an amphibious race, rule the seas. What may catch some players off guard, however, is that they possess a diverse attack. "The Gungans are more of a rounded civ in the sense that they have the best sea forces as well as fairly strong troops and fairly strong mechs. And they are quite strong in heavy weapons," says Keast. "And the shield generator is really integral to their strategy."

Every civilization has a unique fortress unit. The Gungans' is the fambaa shield generator. Taken from *The Phantom Menace*, this distinctive defensive weapon is a portable shield generator strapped to the back of a fambaa. Gungan troops fighting within the radius of this shield are afforded self-regenerating protection that doubles their hit points. Gungan repeater troopers, for instance, automatically have 90 hit points instead of their standard 45 while fighting under a fambaa shield. Double the effect of the shield by sending more than one fambaa shield generator out with your troops and having the shields overlap.



You can upgrade Gungan troopers' line-of-sight by researching "Farseein Binoculars" technology, and Gungan mech units can be made tougher by researching "Creature Armor."

Gungans are practically shut out of the Force. The highest a Gungan Jedi can reach is Knight, and they are shut out of most Jedi technologies. The Gungans have no economic advantages and cannot research "Ore Fusion Extraction."

REBEL ALLIANCE

Of course the obvious first civilization choice is going to be the Rebel Alliance. This was the civilization, after all, that triumphed.

In this game, however, the Rebel Alliance has a tough row to hoe. "The rebels are quite strong in troops," says Keast. "They're just like a notch below the Wookiees. They're decent in mechs, not so good in heavy weapons, very strong in air and not very strong in sea, and very strong in Jedi because they have stealth Jedi."

"Jedi Mind Trick," a technology that only the Royal Naboo and the Rebel Alliance can research, allows players to make their Jedi invisible. Referred to as "stealth," this invisibility allows Jedi to approach enemy buildings and units without being seen. Jedi cannot, however, remain invisible while attacking or converting targets.

Also, Jedi stealth is not universally effective. They become exposed when passing sentry posts, and dark troopers and bounty hunters can see through Jedi stealth.

The Rebel Alliance's unique fortress unit is the airspeeder, the wedge-shaped fighter that Luke Skywalker piloted in *The Empire*

Strikes Back during the battle on Hoth. Of all the fortress units, the airspeeder is the weakest. Poorly shielded and with only a minimal attack, it was designed for destroying mech units. It is inexpensive to make, which is a plus, but, like all other air units in this game, it is vulnerable to anti-air attacks.

ROYAL NABOO

If there is one civilization that complements every other civilization in multiplayer games, it is the Royal Naboo. This nation's three-pronged attack seems perfect for teaming up with every civilization except the Rebel Alliance. "The Naboo are very strong in air and very strong in Jedi. They're also very strong in sea," says Hollander. "But their troops aren't so hot, and neither are their heavy weapons or their mechs."

"But they have got the most kick-ass Jedi," says Keast. Like the Rebel Alliance Jedi, Naboo Jedi have access to nearly every Jedi technology, including stealth. And, like the Alliance, the Naboo have a strong air attack. The Naboo have a unique engines upgrade that boosts the speed of their air units by 10 percent.

But the Naboo have an interesting side advantage. According to Hollander, the Naboo harvest nova crystals 10 percent faster than any other civilization. For a nation that relies on Jedi and air power, that is a major advantage. As Hollander puts it, "All of their forces are based in nova crystals." That advantage is further enhanced by an upgrade called "Taxation" that is available in Naboo fortress. Taxation cuts the cost of making military units by 10 percent.

The Naboo fortress unit is the royal crusader, basically a knight on a steed with a powerful close-range attack. This is not an especially decisive unit compared to Trade Federation destroyer droids or Gungan fambaa shield generators, but it does offer a good defense against assault mechs.

THE TRADE FEDERATION

"The Trade Federation does not have to build shelters," says Hollander. "That is a big advantage. It allows the Trade Federation to do early rushes more easily since they don't suffer from the problem of having their houses destroyed, lowering their population cap."

Rather than wasting resources and workers on building prefab shelters, the Trade Federation can throw every available resource into building an army. At 25 units of carbon per building, erecting prefab shelters won't break the bank. But assigning all of your workers to gather food and having first access to a troop center gives you a jump on the competition. That jump, however, is tempered.

"To balance that out, Trade Federation workers collect carbon at a slower rate than the other races," says Keast. "And they start with 25 fewer units of carbon."

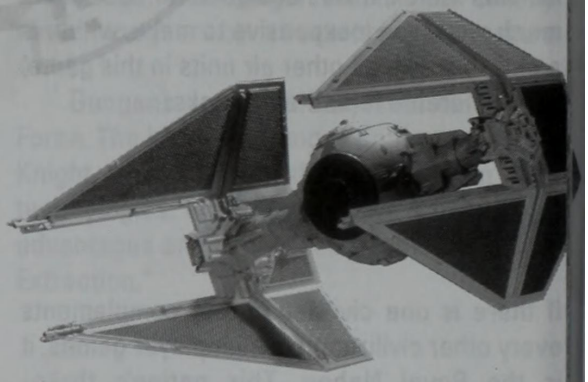
If the Trade Federation's disregard for housing does not offer much of an advantage, its ground forces do. The Trade Federation has powerful mech units.

"The Trade Federation is very powerful in mechs," says Keast. "They are about equal with the Galactic Empire as far as mechs go, but the Trade Federation is strong in heavy weapons as well." This gives the Trade Federation a late-game boost because mech factories do not produce anything other than scouts until Tech Level 3—the same level in which heavy weapons factories first become available.

This late-game advantage is offset by an early game weakness. "The Trade Federation's troopers are decent, but not great," says Keast. "The Trade Federation is weak in air."

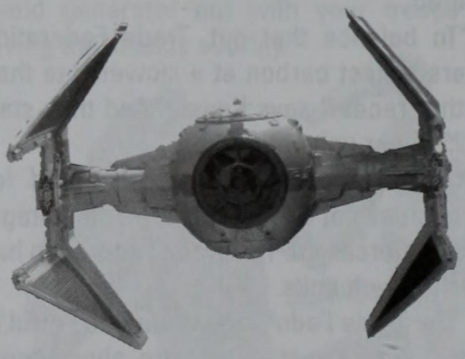
The Trade Federation is poised to win economically. An upgrade offered in Trade Federation spaceports allows players to shave 10 percent off the cost of researching new technologies. Also, like the Galactic Empire, the Trade Federation has an economic upgrade that removes fees from trading.

The Trade Federation's unique fortress unit is the destroyer droid. Fast and well shielded, this unit does an excellent job of shredding troopers and strike mechs.



WOOKIEES

At this point, the Wookiees have emerged as one of the most dominant civilizations in multiplayer games. LucasArts' top competitors swear by them.



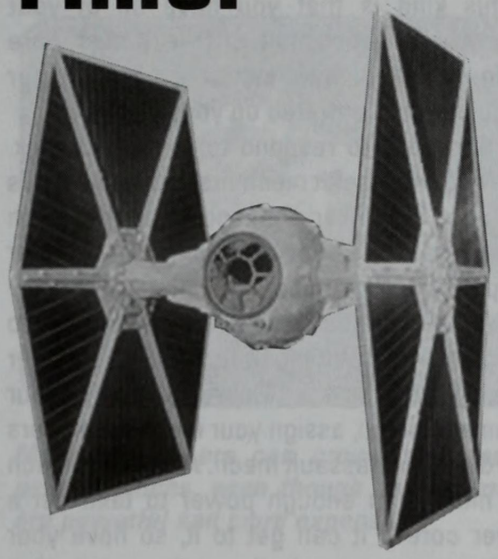
"Wookiees are the best troop civs in Tech Level 4," says Keast. "They have an upgrade that increases the hit points of their troops and allows them to self-regenerate so they slowly heal themselves over time."

Keast is referring to "Self-Regeneration," a unique technology offered in Wookiee command centers. Self-regeneration is very expensive—650 units of food, 325 units of carbon, and 350 units of nova crystals. It is only available in Tech Level 4 and it only works with biological units. Wookiee heavy weapons and mechs are not improved by self-regeneration, and neither are workers. On the other hand, it does add 30 hit points to all Wookiee troop center units. More importantly, self-regeneration works with Wookiee fortress units—including berserkers.

"The Wookiees are also strong, very strong, in heavy weapons," says Keast. "They're fairly weak in mechs, very strong in air, not too strong in Jedi, and not good in sea either."

According to Keast, the Wookiees have a small economic advantage. "In Tech Level 3, they start gathering carbon 10 percent faster than the other civs. They do not speed up at gathering ore or nova crystals, just carbon."

Chapter 6: A Strategic Primer



The fighting in ***Star Wars*** **Galactic Battlegrounds** takes place on land, sea, and air. There is no one undefeatable scourge; this is a game of strategic initiatives and intricate tactics. It is not the goal of this chapter to teach you every battlefield tactic. In fact, over the first few months that the game is on the open market, players will invent great new tactics and strategies that currently do not exist.

The purpose of this chapter is to discuss basic tactics you can apply to multiple situations. For a lengthier look at single-player tactics and strategies and examples of how they can be employed, refer to chapters 7–12. These chapters offer complete walkthroughs of the six campaign missions.

For a more in-depth look at multiplayer strategies, refer to Chapter 13. In Chapter 13, four of LucasArts' best ***Star Wars*** **Galactic Battlegrounds** players discuss the finer points of the game. The purpose of this chapter is to highlight a few additional strategies.

PROTECTING YOUR BACK

A rock-paper-scissors theme permeates the experience. They have turrets, so you send artillery, which neutralizes the turrets. But they respond with mounted troopers, royal crusaders, or destroyer droids, units that ride in quickly and demolish your artillery. So you respond with Jedi Knights, converting their zero-range attackers, to which they respond with fighters that pick off your Jedi.

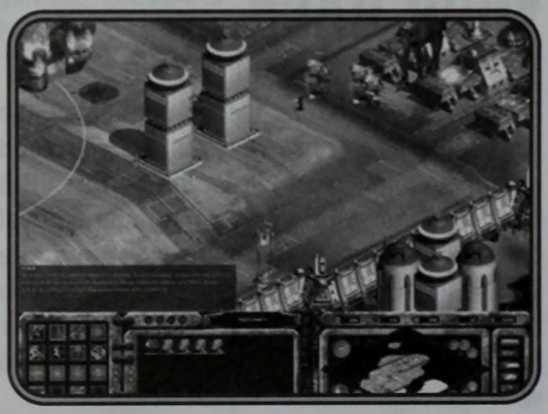
You can send waves of units into battle, but you will end up spending entire matches micro-managing your forces and limiting your ability to launch an offense. There is a way around this dilemma—assigning different tasks to different units.

For instance, assume you wish to destroy a strategic power core. You could group an

assault mech, three mech destroyers, and five repeater troopers and tell them to destroy the power core. If you do this, when your team arrives at the target, all of its members open fire on the core. The problem with an assault of this kind is that you have all of your firepower concentrated on the power core while your enemy has all of his or her firepower concentrated on you.

It is easy to respond to such an attack. Take out the assault mech first, because it has the most firepower, then go after the mech destroyers. Once they are gone, the repeater troopers are no trouble.

A more tactical way to run this attack is to assign your assault mech to attack the power core, then, using the "Guard" button in your Command menu, assign your mech destroyers to protect your assault mech. An assault mech has more than enough power to take out a power core if it can get to it, so have your mech destroyers and other units ensure that your assault mech can reach its target.



The AT-AT in this picture is assigned to attack storage bunkers. The mech destroyers and anti-air troopers are assigned to protect the AT-AT.

This becomes important in dealing with the Rebel Alliance and the Naboo Royal, civilizations that specialize in air power. It is always wise to assign anti-air troopers or anti-air mobiles to accompany your mechs when playing against civilizations that rely on air power.

FLUSHING OUT THE ENEMY

Sometimes your opponents try to hide until the coast is clear. There is an answer.

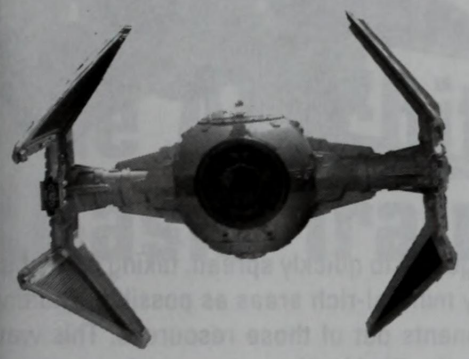
Toward the end of many battles, you battle an enemy that is entrenched. It may have walls, turrets, and rows of Jedi Masters converting your every unit, or they may be using ridges and other land formations to give themselves a strategic advantage.

To turn the tables in this situation, deploy a cannon. Set up your own strong perimeter using repeater troopers, strike mechs, or turrets, or another strong line of defense. Once you bring out a cannon, your opponent has no choice but to rush out and try to destroy it.

NOTE

If your enemy's civilization is Naboo Royal or Rebel Alliance, include bounty hunters or dark troopers in your guard to protect against a stealth Jedi attack.

With a large force surrounding your cannon, select targets around your enemy's camp, such as power cores, turrets, or fortresses. When you begin your bombardment, your enemy will come out to fight.



MATCHING CLOSE-RANGE AGAINST LONG-RANGE UNITS

An old adage in martial arts states that yellow belts hurt white belts and green belts hurt yellow belts, brown belts hurt green belts and black belts hurt brown belts, and finally white belts hurt black belts.

The black belts of the game are assault mechs. These are the heavy hitters, the units that can terrorize an entire population.

One unit that scores well against these mechanized monsters is the mounted trooper. Mounted troopers and other point-blank units attack at such close range that it befuddles assault mech defenses.

Mounted troopers can crowd and destroy assault mechs, even though assault mechs are powerful and more expensive.

PUSHING AND RUSHING

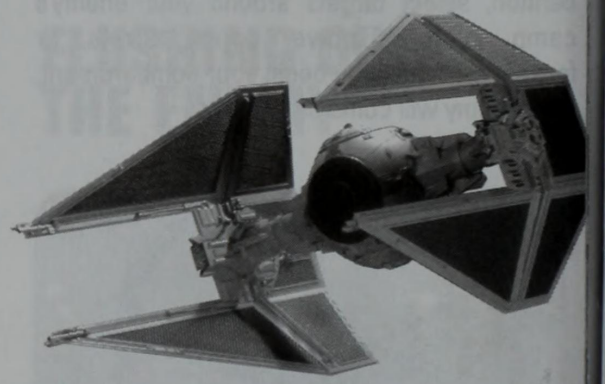
One multiplayer strategy is "pushing." Your natural inclination is to build a big army, invade your neighbors, and take over the world. It's a great strategy. Some players end the game early by staging Tech Level 2 invasions, hoping to catch their opponents off guard. This is called "rushing."

Pushing is rushing's less assertive cousin. Instead of charging in with an open declaration of war, Pushers constantly expand their civilization, absorbing more of the map as well as an ever-increasing percentage of the resources on that map. The player with the most resources has the best opportunity to assemble a devastating army.

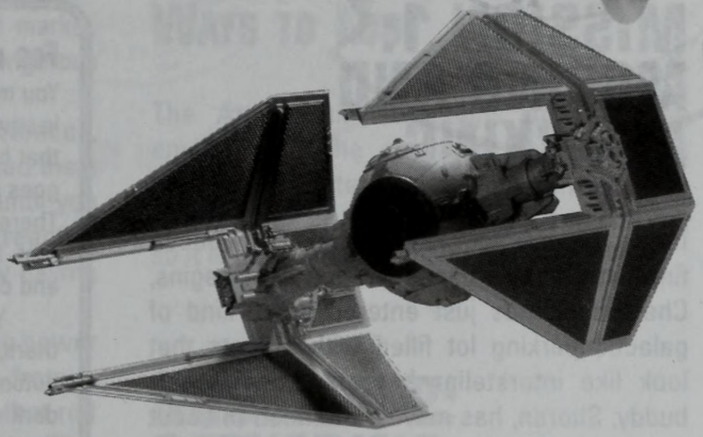
The essence of pushing is being able to spread and take control of resources without starting an all-out war. One of the keys to taking over resources is locating deposits, killing enemy workers, then building tenable defenses before your opponent can respond.

This is one area in which air power is effective. Fighters make excellent worker-hunters because they strike too quickly for most opponents to respond.

The first step to pushing is exploring your map and learning where the nearest deposits or key locations are. To take over an ore deposit, send fighters to take out any worker harvesting the ore. As you displace the enemy, have your own worker team and troops claim the spot. Building turrets along with a processing center often helps stake a claim.



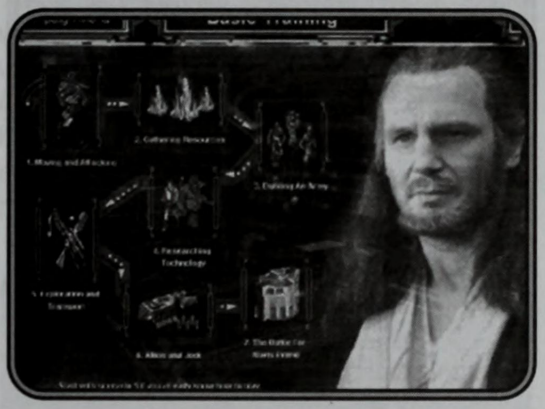
The goal is to quickly spread, taking hold of as many mineral-rich areas as possible, shutting opponents out of those resources. This way, when the final battle comes, you have access to more upgrades and better units than your adversaries.



Chapter 7: The Attichitcuk Campaign (Basic Training)

Seasoned players and real-time strategy veterans may wish to skip this tutorial. These missions are fast and easy. Most people can play through all of them in less than an hour, and when you have finished, you will have been exposed to all the basics.

Your host is the late Jedi Master, Qui-Gon Jinn. Qui-Gon has flown to the planet Alaris Prime to teach Attichitcuk and his son Chewbacca about the ways of the mouse. You do see minimal combat in these levels, but for the most part, the Attichitcuk campaigns teach players how to herd banthas, build walls, harvest minerals, and find food.



Qui-Gon Jinn narrates the Attichitcuk campaigns, also known as basic training.

MISSION 1: MOVING AND ATTACKING

In this mission, your job is to help Chewbacca find Attichitcuk's camp. As the level begins, Chewbacca has just entered some kind of galactic parking lot filled with objects that look like interstellar barges. Chewbacca's buddy, Shoran, has moved on ahead to scout the area. Your job is to follow the trail of banner-shaped markers that Shoran has left to guide you.

Left-click on Chewbacca to select him. Once you have selected Chewbacca, move him toward the right edge of the screen by moving your mouse in that direction and right-clicking in the spot or direction you wish him to go.

NOTE

When you select Chewbacca (or any character) a little green line appears above his head. That's his Health Bar. When Chewbacca gets hurt, that line starts to turn red. The Wookiee is gone when the line becomes completely red. In most missions with characters from the movies, you automatically lose if those characters run out of health. So keep your eye on that line if it starts to get low during a fight.

Chewbacca must wade through this battle-fogged map in search of Shoran. Fortunately, Shoran left an easy-to-follow trail of enormous banners. Follow the banners east then north.

Fog of War

You may have noticed that most of the map is covered in black. Game designers refer to that blackness as "the fog of war." The fog goes away once you pass through an area. There are two levels of fog, however. The first level represents unfamiliar territory and completely blocks your sight.

You map areas by passing through them, but your map doesn't update automatically. While the map doesn't turn dark once you leave an area, your view of that area remains static. If you pass through a wilderness, the map continues to represent it as wilderness until you visit that area again. In the meantime, your enemies may have moved into that spot and constructed three spaceports, two heavy mech factories, and a war center, but it still looks like empty space on your map. When you pass through that area a second time, you clear away the second level of fog, and the map updates to reflect any changes. So don't think areas are empty just because they look empty on your map.

Follow the markers to find Shoran. Follow Shoran, and you find the "obstruction." Make it past the obstruction, and you beat this scenario.

Shoran meets you at the second marker. There, he tells you that he has found a dangerous obstruction—a burning power core.

To select both Shoran and Chewbacca, left-click and drag over them. Now lead them both right along the trail of markers until you reach Shoran's obstruction. Once you reach it, Qui-Gon instructs you to destroy it by having your Wookiees blast it.

Move your cursor over the burning power core. The cursor's shape changes from a green arrow to a red circle. Keeping that red circle over the target, right-click. The Wookiees fire at the power core until it explodes.

Once you have destroyed the power core, continue moving north until you reach Attichitcuk's camp. As you arrive, three gundarks attack the camp. Gundarks, little blood-red guys with horns who look like Neanderthal demons, make easy targets. Shoot 'em, and be done with it.

Target the gundarks the same way you targeted the power core—place your mouse over the target and right-click. The Wookiees do the rest.

Don't let these primitive unarmed animals get too close.

Now for the surprise ending—Chewbacca, Shoran, and Attichitcuk are not alone. A sinister and familiar force is on the planet.

Ways to Lose

The Attichitcuk Campaigns offer a safe environment. The gundarks look nasty, but they have no interest in hurting anyone. Your Wookiees shoot them down even if you do not, so it is nearly impossible to lose this level.

MISSION 2: GATHERING RESOURCES

Time to learn how to forage, fish, and gather minerals.

You begin this mission with three workers and a command center. Command centers, the true all-purpose buildings in this galaxy, can hold carbon, ore, nova crystals, and food.

Qui-Gon tells you to assign one of your workers to pick fruit. But assign *all* of your workers to forage fruit so the job goes faster. As soon as they have gathered 50 units of food, left-click on your command center, then click on the "Train Worker" button in the bottom left to create a new worker.

The trick to this scenario is building your workforce as quickly as possible.

As your workers gather fruit, Qui-Gon explains the various buttons on the bar along the bottom quarter of the screen. Not much happens in this mission besides fruit picking, wood harvesting, and mineral gathering, so listen to Qui-Gon and acquaint yourself with the various buttons.

Build your workforce as quickly as possible. Sadly, your workers have been disabled and cannot build prefab shelters in this level, so the population is limited to five. Well, five plus Chewbacca, who makes an appearance later in the mission.

Send one worker fishing in the lake to the east when the bush gets too crowded. To do this, left-click on a worker, then right-click on the shore of the lake. When your worker arrives at the shore, you see fish jumping in the water. Right-click on those fish, and your Wookiee breaks out his futuristic rod and reel.

To complete your objectives, you need 200 units of food, 100 units of carbon, and 50 units of ore and nova crystals. Once you gather the 150 units of food, start collecting carbon. Left-click on a worker, then right-click on the trees nearest the command center. Your worker walks over to the trees and starts extracting carbon from them.

Once you have enough carbon and food, send your workers south. You find two paths south of your command center. The one on the left leads to a deposit of green crystals—nova crystals. The path to the right leads to an outcropping of purple crystals—ore. Left-click on the workers to select them, then right-click on the mineral deposits.

Chewbacca makes an appearance as you mine the ore and nova crystals. He walks up to the command center as a small team of gundarks arrive. Either have Chewbacca blast the gundarks, or garrison your workers. "Garrisoning" means summoning all of your workers into your command center when your camp is on alert. With workers garrisoned inside, your command center will automatically target and blast enemies, including gundarks. Either way, take out the gundarks, finish gathering your quotas, and wrap up this mission.

Ways to Lose

This is another mission that is difficult to lose.

MISSION 3: BUILDING AN ARMY

The objective of this mission is to build an army and wipe out the gundarks. You begin with Chewbacca, three workers, 150 units of food, 300 units of carbon, and 50 units of ore and nova crystals. This is enough resources to train three workers and build a prefab shelter and a troop center.

Send two of your workers to forage fruit as your third worker erects a prefab shelter and a troop center. Meanwhile, have your command center train more workers.

The building skills of workers in these levels are purposely limited. Workers can construct prefab shelters, animal nurseries, troop centers, and power cores only. Nurseries and troop centers work painfully slowly if they aren't close to a power core.

First build a power core and a nursery. Then find nerfs north by northwest of the camp. Send Chewbacca to gather the nerfs and herd them to your camp. To get the nerfs to enter your nursery, select them with your mouse, then hold Alt and right-click on the building. Your agreeable little nerfs march into their new home, creating a small but dependable food supply.

When the bush runs out of fruit, send three workers to fish on the river just east of

your camp. You can also send them hunting the flock of flying bat creatures, called mynocks, near the fishing area. By left-clicking on the mynocks, your workers can use them for meat. Your workers can't build farms, so divide them between hunting, fishing, carbon harvesting, and fruit picking. Find additional fruit where you found the nerfs.

Because this mission is about building your population and no devastating army threatens to invade, take time to build a real population. You start out with five workers. Make ten more. As your workers gather enough carbon, construct five prefab shelters.

Qui-Gon wants you and Chewbacca to learn how to assemble an army. As your carbon supply increases, build two or three troop centers. Next, train 12 trooper recruits. This should take you to your population limit. If you want a bigger army, build more prefab shelters. With enough shelters, you can swell your population to 75 units, but you won't need that many for the little excursion Qui-Gon has planned.

Once you have 10 or more trooper recruits, send them north by northwest to the spot where you found the nerfs. Continue following this clearing as it curves due east and leads your army to a river. Your troops cannot cross water without a transport, but they can walk on a ford, that green strip leading across the water.

Troopers cannot walk on water, but they can cross a ford. Fords, dark strips leading across this rivers, are natural bridges.

Hotkeys

Qui-Gon neglects to teach you the higher-level skill of "hotkeying." Hotkeys are keys that you assign to one or more units. Hitting that key works like selecting those units with your mouse. The advantage is speed.

Say you sent an army of 15 troopers to guard one side of your compound just as an invading force enters the other side. Normally you would need to scroll through your buildings searching for that squad of 15 troopers. But if you have hotkeyed that squad, simply press the hotkey, then tell your troopers where to attack.

To hotkey one or more units, select those units by left-clicking. Left-click and hold, then drag your cursor over an area to select everybody in that area. Should you select unintended units, hold down [Control] and click on their picture in the task bar to remove them from the group. It doesn't matter whether you want to select troopers, bombers, AT-STs, or a herd of nerfs, you can key any of them (but don't hotkey nerfs—they make better burgers than battlers). Once you have selected the unit or team you wish to hotkey, press [Ctrl] and one of the numbered keys along the top of your keyboard. You only get 10 hotkeys, but you can reassign hotkeys any time you wish.

Hotkeying celebrities offers certain advantages. Yes, Han Solo, Chewbacca, and Darth Vader make good fighters, but you fail if they lose all their health. Hotkey "hero" characters so you can check their health status or send them away from a battle.

Two gundarks assault your Wookiee army shortly after you cross the river. Blast 'em. Then follow the dirt path as it leads east and north. This leads to a second river crossing and eventually to a clearing where you arrive in time to see a squad of Trade Federation battle droids wiping out a pack of gundarks.

Of course, the Trade Federation droids see little difference between Wookiees and gundarks, so they open fire on your forces as

well. As battle droids go, these don't put up much of a fight. Have your Wookiees destroy them, and you win this mission.

Ways to Lose

Tutorial missions do not put you in much danger, but you can lose if you send too small an army against the gundarks and droids, or if you expend all of your resources creating workers and send workers to meet the Trade Federation.

MISSION 4: RESEARCHING TECHNOLOGY

The Trade Federation has decided to move in on Alaris Prime. Attichitcuk and Qui-Gon preferred things the way they were, so trouble is brewing.

As this mission opens, you have four trooper recruits, four workers, a command center, a troop center, and one prefab shelter. Send the workers to harvest fruit from the bush in front of your command center and train two new workers. You start with 750 units of carbon, more than enough to construct more prefab shelters, a food processing center, and an animal nursery.

Tip

Build your animal nursery and other buildings within range of the power core in the center of your camp.

A nerf hides just beyond the Muja bush. Send a trooper recruit to escort that animal into your new nursery. Explore the area to find other nerfs scattered around your camp.

Tip

Make early exploration a habit. Not only does it help you locate enemies early, but it also exposes important resources that you can claim and exploit before your enemies become powerful enough to challenge you for them.

The only buildings your workers can construct in this mission are prefab shelters, power cores, food processing centers, and trooper recruit centers. Once you have exhausted your nearby Muja fruit bush, construct a food processing center near the next set of bushes, slightly southwest of your camp.

Save up food, build up your army, and construct two buildings. Once you have 500 units of food, a food processing center, and an animal nursery, you can advance your little society to Tech Level 2.

As with previous missions, the objectives in this mission change. First, Qui-Gon wants you to wait for Attichitcuk, then he wants you to save him. By upgrading to Tech Level 2, you touched off a scripted event.

NOTE

Scripted events are computer controlled events that take place within the game. You cannot affect scripted events except to trigger them by reaching certain points.

Attichitcuk and a few of his men have a small run-in with the Trade Federation. They wound Attichitcuk and wipe out his escort. Train a medic in your command center, then send that medic with a force of trooper recruits to save Attichitcuk.

To train a medic, click on your command center. Beside the box for creating workers, you see a picture of a new kind of worker. This button is for creating medics. Click on it, and your center begins training.

Click on this button to train a medic.

Tip

Do not overlook the value of having a medic. When you hotkey squads of troopers, include a medic. He automatically heals your soldiers during battles.

Once you have a medic and 10 trooper recruits, upgrade your soldiers by clicking on your troop center, then clicking on "Research Bowcaster." The unit's clothing will change when the upgrade is complete. Next, assemble your soldiers and your medic, and move northwest, following the road out of camp. This leads to a river with a ford. Three Trade Federation battle droids await you on that river. Disassemble them with your bowcasters.

Tip

After battles and skirmishes, always pause and let your medic heal your soldiers. This keeps them alive longer and gives you better odds in battle.

Five more battle droids await you just past the river. Healing your Wookiees makes it easier for them to save Attichitcuk. Once you find Attichitcuk, your medic heals him and you can start back for camp.

Have your centers continue training troopers while your rescue party looks for Attichitcuk. Never leave towns undefended. Also, you generally do better when you wage wars on two fronts. Send a fresh squad north as your rescue party returns so you can catch any Trade Federation ambushes on two sides, making it easier to annihilate them.

The mission does not end once you get Attichitcuk back to camp. The Trade Federation sends three destroyer droids to finish Attichitcuk off. Garrison Chewbacca and Attichitcuk in your command center. That protects them from the droids, and the command center has the biggest guns in your camp.

Tip

Garrisoning your population during times of attack is a good habit.

Between your command center and your troopers, you should have no problem beating off these three destroyer droids. Once you have killed them, the mission ends.

Ways to Lose

Qui-Gon doesn't allow your Wookiees to stray far from camp until you have upgraded to Tech Level 2, and the Trade Federation doesn't come looking for you until you send forces to collect Attichitcúk. You will fail this mission if you send too small a force or allow the destroyer droids to take down Attichitcuk or Chewbacca.

MISSION 5: EXPLORATION AND TRANSPORT

As this mission begins, you have Chewbacca, three nerfs, and two workers. Your buildings include your command center and an animal nursery. You also have 600 units of food, 800 units of carbon, 50 units of ore, and 50 units of nova crystals. You have enough carbon to construct prefab shelters, a power core, and other buildings as you train more workers and build your society. As you search your area, you find several more nerfs and more ore and crystal deposits.

Start this campaign by building more workers and assigning one worker to build a power core just north of your command center. Use it to power an animal nursery, as well as power your ore, carbon, and crystal processing centers when you research upgrades.

Build more prefab shelters and train more workers. Your first goal in this level is to populate your town.

This level exemplifies the gather-build-and-battle basics of real-time strategy. To win this level, you must gather the food and minerals that you convert into buildings and workers, which you then use to create an army. Mission 5 provides an excellent setting for honing your building skills. You should be able to upgrade from Tech Level 1 to Tech Level 2 in less than four minutes by training as many as nine workers while herding the nerfs into your animal nursery. Build a shipyard. With a shipyard, you can create utility trawlers to hunt for food while your workers gather carbon and other minerals. Both the nursery and the shipyard require power cores to operate properly.

If you are new to real-time strategy, use this level to test your skills. Time how long it takes you to upgrade to Tech Level 2. You need two buildings and 500 units of food to begin the upgrade to Tech Level 2. This should take no more than four minutes. Skilled players can do it faster.

In later missions, you can upgrade to Tech Levels 3 and 4, but in this early mission, your workers only have the skills to build Tech Level 1 and 2 buildings. Once you have beaten back any invasions, practice spreading your influence by looking for outside resources and sending workers to claim them.

Chewbacca wants to raid the Trade Federation outpost to the north. In normal levels, you don't know where to look for the enemy. Their location remains hidden by the fog of war until you discover them. (In Standard Games, expect the computer to lay out enemy camps in a ring around the outside of the map.) In this tutorial, however, the computer shows you the precise location of the enemy camp.

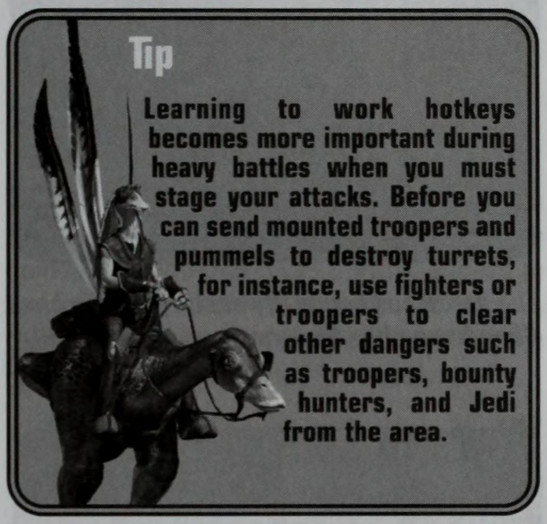
The Trade Federation camp is partially fogged, but you can find it on both your mini and main maps.

Look at the mini map in the screen's bottom right. The large lighted area in the bottom of the mini map is you. The small, lighted area along the top left edge is the Trade Federation. The only way to get to the blackhearts is to construct transports and sail up river. Good thing you have a shipyard.

It's time to prepare an invading army. A mixed army pays big dividends in combat. Your troopers can clear out enemy mounted troopers and grenade troopers while your mounted troopers and grenade troopers attack buildings. In this mission, you can exercise a little overkill and make a truly unstoppable invading force. In later missions, however, time becomes a more decisive factor. If you spend too much time training countless troopers, your enemies will invade. For this mission, you can get by with a 15-member force and four transports. Remember to include a medic in that force.

As you go up the river, you see flat shores where you can land your troops. Have your transports drop your Wookiees by selecting your transports, clicking "Unload" on the task bar along the screen's bottom, then clicking on the spot where you wish to unload your men.

Now would be a good time to put those hotkeys to use. Have your transport take your army across the river. Once you have landed, group your Wookiees by type—troopers, mounted trooper, and grenade troopers. Group the troopers with hotkey 1, the mounted troopers with 2, and the grenade troopers with 3. As you go into battle, lead with your regular troopers by pressing 1, then assigning them to go forward. Always keep your troopers ahead of your other soldiers until you have killed all enemies in the battle area.

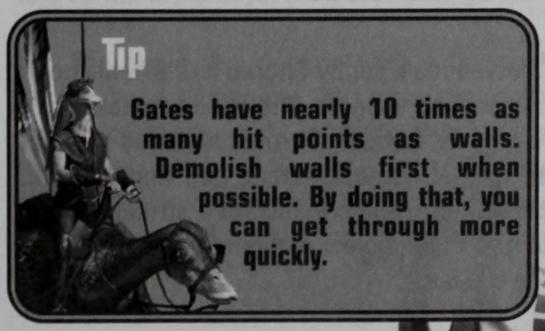


Tip

Learning to work hotkeys becomes more important during heavy battles when you must stage your attacks. Before you can send mounted troopers and pummels to destroy turrets, for instance, use fighters or troopers to clear other dangers such as troopers, bounty hunters, and Jedi from the area.

Lead your team north along the path. Have your troopers lead the way. You enter into a firefight with a few Trade Federation battle droids on the way up, but they are no match for you.

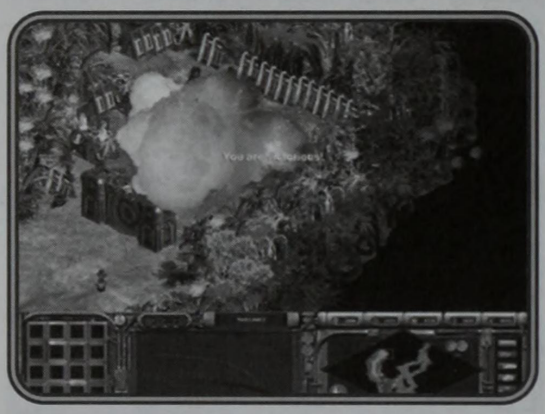
Once your medic has healed your men, have your troopers clear the walls of the Trade Federation camp, then send your grenade troopers and mounted troopers to destroy the walls.



Tip

Gates have nearly 10 times as many hit points as walls. Demolish walls first when possible. By doing that, you can get through more quickly.

With your troopers picking off any battle droids that might pop up, your mounted troopers and grenade troopers have no trouble marching in and demolishing the Trade Federation troop center. Once you destroy the troop center, you fulfill your objectives.



The battle has begun. By destroying this base, Chewbacca has thrown down the gauntlet.

Ways to Lose

You cannot really lose this mission. You can mismanage your invading army, but you have enough resources to continue making armies for as long as it takes. The battle droids shoot at your Wookiees, but they seem uninterested in exploring and don't come to your camp.

MISSION 6: ALLIES AND JEDI

Chewbacca's buddy Shoran has established a camp of his own. In Chewbacca's camp, you find nerfs, trooper recruits, mounted recruits, an animal nursery, farms, and enough food, carbon, ore, and crystals for a strong start. Of all the collectibles in this mission, you need ore the least.

The lake just south of your settlement has loads of fish, and deposits of ore and nova crystals lie just north of your command center.

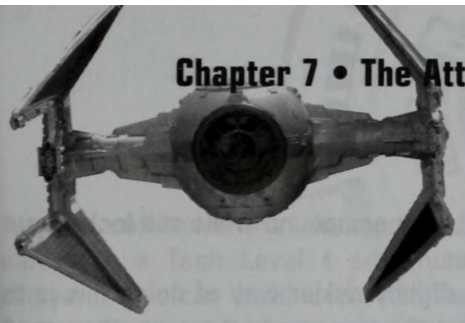
Because this is a teamed mission, you need to contact Shoran as quickly as possible. As his ally, you can build a spaceport then research the HoloNet transceiver. This lets you see what areas he has explored on the map, including the exact location of his colony.

As you train workers and build an army, a new element enters the game—the Jedi. In Shoran's camp, you find a Jedi Holocron—a relic from another era. Qui-Gon does not want the Holocron to fall into evil hands, but troopers and workers may not touch it, so you can't move it yet.

Once you enter Tech Level 2, you can build a Jedi temple. With that temple, you can train a Jedi Padawan, an apprentice Jedi who has the authority to move a Holocron. So, build a Jedi temple (within range of a power core), train a Padawan, find the Holocron in Shoran's camp, and send your new apprentice to collect it. Tell him to return to the temple once he arrives on the spot.

Tip

Jedi Holocrons and their Sith equivalents play an important role in later games. If you can control all such relics for 20 minutes, you instantly win multiplayer matches and Standard Games.



The Trade Federation may have stayed quiet in the beginning of this mission, but they apparently want their presence known. A few battle droids come calling on your town. Position five or six troopers by the town's north entrance, and you should have no problem picking them off.

Qui-Gon recommends garrisoning your workers during the battle, but this little incursion is hardly worth the trouble.

Once you have disposed of the invaders, Shoran calls asking for 100 units of nova crystals. To give him the crystals, click on the "Diplomacy" button on the screen's bottom right. A menu appears listing civilizations and materials. Click on the nova crystals box in Shoran's "Wookiees" column and you automatically give him a 100-unit donation.

So now that you've retrieved the Holocron, fought off some battle droids, and advanced to Tech Level 2, assemble an army and finish the mission. Shoran has discovered Trade Federation markers east of his compound, and he wants to destroy them. Of course, he also wants your help. Assemble your army.

If you have been building your troops all along, you should have 20 or 30 soldiers by now. You only need eight, but the more the messier. March your troops across the map and through Shoran's eastern gate. You find a second gate along his northeastern wall. Pass through that gate, and find the path to the Trade Federation's markers. First you notice a burning post, left by Shoran. The path turns down, and you see a scripted event of Shoran's Wookiees battling some battle droids and a destroyer droid. As soon as you finish off the Trade Federation forces in this area, you have completed another mission.

Ways to Lose

While it's hard to lose this mission, it can be done. Sending Chewbacca out to fight the droids without enough help will get the Wookiee killed, and you lose this mission if Chewbacca dies.

MISSION 7: THE BATTLE FOR ALARIS PRIME

The team that designed this tutorial has created the perfect ending for their work—a combat mission that gives players access to the complete technology tree and throws them into a raging battle while still offering the relative shelter of a simplified mission.

The Trade Federation wants Alaris Prime, and as the droid says, it's a zero-sum game.

You begin this mission with a thorough Tech Level 1 compound. You have a partially walled campsite, eight workers, two scouts, trooper recruits, nearly every kind of building and access to ore, carbon, nova crystals, and Muja bushes. But this time your enemies come after you.

Close off your walls with gates. Making gates and walls means mining ore. Assign workers to collect all three minerals along with food.

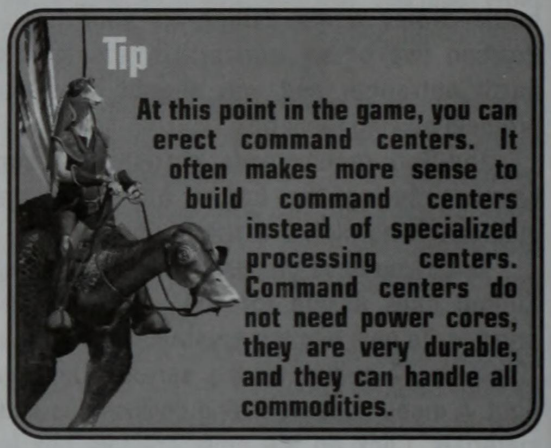
It quickly becomes apparent why the Trade Federation wants Alaris Prime—ore and nova crystal growths dot the planet. At least they proliferate in and around your encampment. Train lots of workers and send your labor force out quickly. Flash through the ore, carbon, and Muja fruit as quickly as possible. Build both anti-air and regular turrets because the Trade Federation has fighters this time. Nothing wreaks more havoc on an unsuspecting encampment than fighters. Only specialized units can shoot at them.

Of course, this cuts both ways. As a Tech Level 3 society, you can build an airbase and begin creating a fighter squadron. As this mission winds down, you benefit from having several fighters and pummels. The Trade Federation has built a fortress. Fortresses have tough anti-air defenses, so don't attempt to destroy them from the air. Instead, launch a flash attack with your fighters clearing the area of troopers and other ground forces, then send in one or two pummels to destroy the fortress itself. The aptly named pummel is useless in firefights, but it makes short work of undefended fortresses and turrets.

You need to build a heavy mech factory to create pummels. Erecting an airbase and a heavy mech factory fulfills your building quota to move to Tech Level 4.

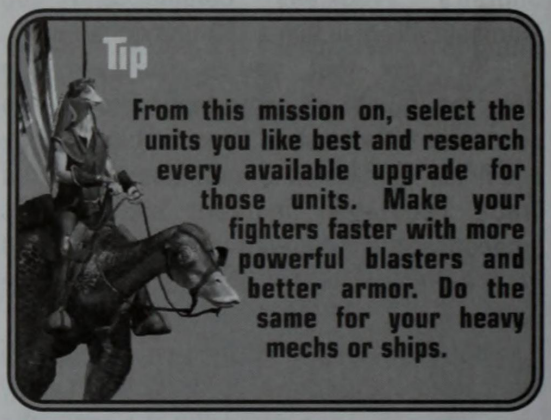
During your build up, expand your base. You will find ore, crystal, and fruit just outside your walls. If you want to play an especially cautious game, expand your walls. First, blow a hole in your existing walls by selecting sections of your walls where you wish to expand. Press [Delete] to destroy the selected section of wall. Next, build walls that begin in the hole in your wall and stretch around the areas you wish to claim. This enables you to spread your compound while still locking out enemies.

A slightly riskier way of doing this is to station some troopers in the area, then send workers to construct a few turrets.



Tip

At this point in the game, you can erect command centers. It often makes more sense to build command centers instead of specialized processing centers. Command centers do not need power cores, they are very durable, and they can handle all commodities.



Tip

From this mission on, select the units you like best and research every available upgrade for those units. Make your fighters faster with more powerful blasters and better armor. Do the same for your heavy mechs or ships.

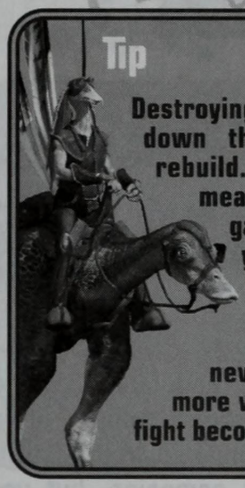
The river to the left of your site wraps all the way across the top of your area. It has quite a few fishing holes and provides plenty of food to last for the rest of the mission. It's also the natural barrier between you and the Trade Federation. A ford crosses it directly north of your camp. The Trade Federation blocked your access to that ford by placing two turrets on the far side. If your utility trawlers stray too close to that area, the turrets will blast them.

You can solve this situation in several ways. As a Tech Level 4 society with a shipyard, you can build a cruiser that can destroy the turrets at long range. This works better in the tutorial than it will in later missions, as ships in rivers make easy targets for all kinds of weapons.

Fighters and bombers can also destroy turrets, though anti-air turrets dash them right out of the skies. Send three bombers to destroy the turrets and a few fighters to clear out any units that come to defend the turrets, and you will take control of the river. At that point, put together an army and destroy the Trade Federation's fortress. An invasion force with 10 heavy fighters, three enhanced bombers, five strike mechs, five Heavy troopers, and three pummels will more than suffice.

Stage this invasion in waves to help you preserve your forces. Hotkey your fighters and bombers to [1]. Hotkey strike mechs and troopers to [2] and your pummels to [3]. Fly your attack wing up the road toward the Trade Federation, destroying all droids and turrets you pass along the way. Once you have cleared the way to the Trade Federation's walls, fly in and destroy all units, then go after turrets and power cores.

By staging your attack in waves, you clear the way for specialized units such as pummels without suffering losses.



Tip

Destroying power cores slows down the enemy's ability to rebuild. Destroying workers means the enemy cannot gather materials. Destroy your enemy's command center and workers, and you win by default. The enemy cannot erect new buildings or train more workers. From there the fight becomes a battle of attrition.

Next comes the mop up phase. Search the area for battle droids and especially destroyer droids. Clear all dangers and send for your pummels.

In this battle, the Trade Federation does not have anti-air turrets or anti-air troopers, so your fighters and bombers can go anywhere except near the fortress. Do not count on that in the future.

Once you have cleared the ground, call for your pummels to destroy the fortress and finish the mission. Keep your air force nearby. Stragglers may wander out and attack your pummels. A stray destroyer droid can make short work of the demolition units, so stay alert.

Ways to Lose

The Trade Federation puts up more of a fight in this scenario. If you leave the door open for battle droids to meander past your walls, they will shoot your Wookiees. They do not, however, have plans for a full invasion.

In later levels, your enemies will invade you in force if you do not invade them first. In this mission, they cannot execute the kind of major build-up needed to overrun an entire town.

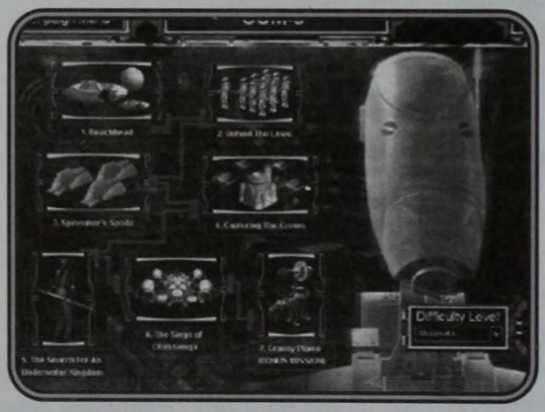
In short, while you can certainly lose your army, the Trade Federation has no grand plan for retaliation. Should your first invasion fail, you have plenty of time to rebuild and try again.

Chapter 8: The OOM-9 Campaign

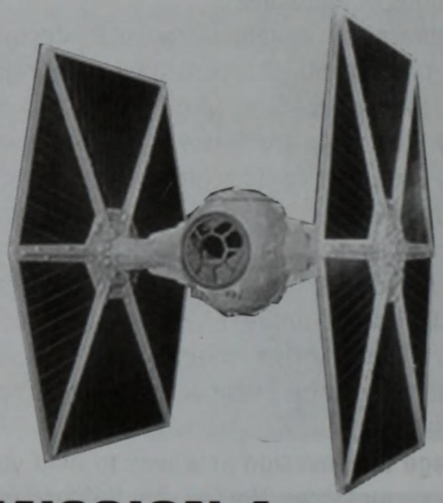
In this campaign, you control OOM-9, emissary of the Trade Federation, plus an army of robots. Your basic trooper droids seem pretty wimpy compared to the hulking Wookiees of the last campaign, but your destroyer droids have bite and your mechanized army does not need prefab shelters.

Having lost the battle for Alaris Prime, Trade Federation Viceroy Nute Gunray now has his eye on Naboo, home of Senator Palpatine and young Queen Amidala. Your job is to take your army and systematically disable and conquer.

Now you can apply everything you learned in basic training. This time, however, it's the real show.



In this campaign, you become a Trade Federation droid.



MISSION 1: BEACHHEAD

This big war starts small. You and a hand-picked force of metallic elites must cut off Naboo's off-world communications. To do this, you need to destroy communications arrays (or spaceports) in the cities of Parrlay, New Centrif, and Vis.

Your invasion force consists of eight troopers, four heavy mounted troopers, two strike mechs, and OOM-9, who's safely encased in a mech destroyer with the brain of a droid. Don't worry, the Trade Federation already has reinforcements on the way.

First, organize and hotkey your army so that it can move in proper waves. Group your troopers and hotkey them to [1]. They lead the way in battle, cutting down enemy units before they can reach your heavy mounted troopers. Group OOM-9 and the strike mechs. This wing has speed and long-distance

firepower, but lacks sheer numbers. In such small numbers, these units get bogged down in heavy combat. Hotkey your heavy mounted troopers to 3. Reserve these guys to destroy walls and turrets, so bring them out only after you have cleared all enemy units from the scene.

The city of New Centrif lies just south of your landing area. The road leads right to the city's front gate, where armies will cut down your forces as you try to break through the walls. Instead of knocking on Naboo's front door, head east to a path leading directly to Vis, one of your three named destinations.

As you enter the town from the west, reinforcements arrive on the east. You can now enter Vis on two fronts. Attack quickly, and you can eviscerate this town. Make sure your units stay grouped and take out enemy soldiers before attacking buildings. Once you have annihilated the soldiers, destroy Vis, and you have accomplished one-third of what Nute Gunray sent you to do.

This first sacking should go pretty smoothly. Vis isn't much of a superpower. Thanks to the reinforcements, you leave Vis with more troops than you had when you came in. Take a few moments to reorganize your troops.

The best news in Vis is that you received two destroyer droids. Add these to hotkey 1, the troopers on your front line. You also received some additional troopers and heavy mounted troopers.

Head south out of Vis down a country road. A few Naboo troopers await you down this road, so proceed slowly and stay alert. See them first, and your front line may mow them down before they fire their first shot.

More Naboo forces await you just around the corner. You have found the southern corner of New Centrif. Take out the workers and units guarding the nova crystal deposits and prepare to cross off another objective.

The guards at this end of New Centrif are no match for your forces. Be careful to keep control of your army. Even though you are nearly assured of a victory in this skirmish, undue casualties will come back to haunt you later in this campaign.

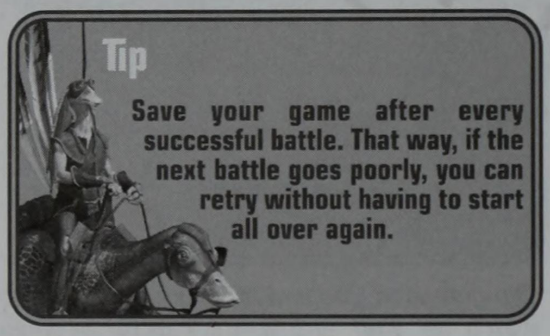
The southern face of New Centrif does not have the gates and walls that guard the northern face. As you clear out the workers and soldiers around the nova crystals, the vast majority of New Centrif's population descends upon you. Keep your mounted troopers out of the battle, and fight at fairly long range with your troopers and OOM-9. You should cut New Centrif down with minimal losses.

Once you empty the city, send your troopers in to take out stragglers. Then, send in your heavy mounted troopers to raze the town. Now you can parlay these two small wins into a major victory.

Three Parrlayan troopers await you in a bend on the road just south of New Centrif. Expect more Parrlayan troops to appear in small groups all the way to town. Good thing they come in small groups. Spot them quickly enough, and your battle droids can generally pick them off before they fire. In bigger groups, they would definitely do more damage.

This makes a good lesson. One or two sentries equals one or two sitting ducks.

When you post guards in later levels, post enough guards that they can defend themselves.



As you enter Parrlay, the Trade Federation sends more reinforcements. Do not stop to group these reinforcements; keep focused on the firefight ahead.

Your troops tend to get bogged down attacking buildings and other distractions on the outskirts of Parrlay. Keep pressing in to town. Send your troopers first. Have them mow through any resistance and clear the way for your mounted troopers. As you fight south through town, you reach a crossroads. The wall to the south surrounds Parrlay's spaceport.

Place your troopers along the wall and shoot enemy troopers as they appear. Once you finish with the enemy troopers, shoot the workers, too. They have a nasty habit of getting in the way. Now assign your mounted troopers to burn through the wall as you continue blasting enemies. Once they burn through that wall, send your mounted troopers to destroy the spaceport.

Naboo troopers pour into the area as your mounted troopers attack the building. Keep your troopers focused on shooting enemies and your mounted troopers focused on that spaceport, and you can raze the building before the battle gets out of hand.

This entire mission revolves around destroying spaceports in New Centrif, Vis, and Parrlay.

Ways to Lose

No doubt about it, you have all kinds of opportunities to lose this time. You'll lose if you move slowly, having your front line travel only small distances at any one time. If you move them too far in each increment, they can't respond to enemy troops fast enough.

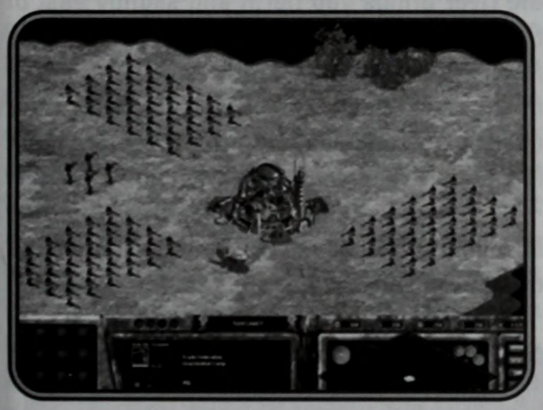
Attacking New Centrif head-on could prove fatal. Your army would be caught in a tight, box-shaped cul-de-sac. Bunched up like that, they can't respond to New Centrif's guards, and while you would win the fight, your heavy casualties would cost the war.

Even more danger awaits in Parrlay. Your reinforcements arrive just in time to add to the confusion rather than solve it. Keep your hotkeyed forces together. If your army gets scattered, you give the Parrlayans a huge advantage.

Do not lose your way in Parrlay, and do not allow your units to meander around the town destroying buildings. You were sent to stop the people of Naboo from having off-world contact. Find the spaceport and destroy it. Nothing else matters, and getting sidetracked will likely cost you the mission.

MISSION 2: BEHIND THE LINES

Naboo has stolen the programming from a division of battle droids, rendering that entire division helpless. The Trade Federation has jammed Naboo communications to prevent the local hackers from spreading the program around—enabling Naboo to create programs that would pit the battle droids against their Trade Federation makers. With the situation tenuously under control, Viceroy Nute Gunray calls upon OOM-9, his most trusted droid, and a small but impressive squad of specialists to retrieve the program and reboot their invasion.



Impressive army, eh? Unfortunately, Naboo has effectively found their off switch by stealing their software. Your job is to get it back.

In seek-and-destroy missions such as this, you don't need workers or buildings. You begin the hunt with five destroyer droids, one cannon, OOM-9 and his transport, and one Neimoidian technician. In this mission, your technician plays the role of a Trade Federation Jedi, and the stolen program is this mission's version of the Holocron. Only your technician can move it.

Time to do some organizing. Destroyer droids offer a competent front line. Agile, durable, and powerful, they easily shred through troopers. Hotkey them to [1], and always keep them close enough to swing back and protect your cannon and OOM-9, should enemy units surprise you.

The entire mission depends on the Neimoidian technician. You lose instantly if he dies, and you could not transport or use the stolen program without him. Select the technician and load him into OOM-9's transport. This keeps him safer from attack and you can move him more quickly. Hotkey OOM-9 to [2]. His medium-range firepower comes in handy, and he has good armor.

Your cannon has loads of power, but its ponderous deployment poses a problem. This well-armored trebuchet of the future cannot roll and shoot. To call upon its destructive power, you must place it within range of the target and deploy it—a process that takes nearly 10 seconds. That may not sound long, but with waves of Naboo soldiers rushing your position and OOM-9 pinned down by turrets, those 10 seconds can mean the difference between victory and having to replay the mission.

A quick glance at the mini map reveals the location of the stolen programming. Lead your squad north to the lit spot in the map's center. A huge forest blocks the direct route, so head east, always moving your destroyer droids first to demolish any resistance, followed by OOM-9 and your cumbersome cannon.

A paved road leads to the target area. Near the eastern corner of the map, the road turns north. Fifteen Naboo troopers await just beyond that bend. Your destroyer droids can handle them. The Naboo soldiers have formed a tight knot, so have your cannon lob a shot or two in the center from a safe distance. Keep OOM-9 away from the action to avoid unnecessary damage to him.

After that first firefight, the coast remains clear as you travel north, toward the target zone. Your next skirmish pits you against two

mounted troopers, a strike mech, and two light turrets. Staying out of turret range, send your destroyer droids forward until the first mounted trooper comes in range. Eliminate him. You also see the turret along the left side of the road. Move your destroyer droids along the right shoulder of the road and travel a little farther north until you see the other mounted trooper and the strike mech.

The mounted trooper uses a flamethrower that does damage only at short range. So have your droids shoot the mech destroyer first, then fire on the mounted trooper before he comes close enough to damage you. If he does get close, have your destroyer droids fall back and shoot. He cannot hurt your droids unless he can pull up beside them.

Once you have destroyed the mech destroyer and mounted troopers, have your cannon demolish the turrets. Deploy your cannon out of turret range. Don't place it where it can shoot both turrets from the road or the closer turret will shoot back. Also, be sure to destroy any turrets and troopers you see. You will pass this way again.

Leave a clean path behind you in this mission. You have to retrace your footsteps repeatedly.

Tip

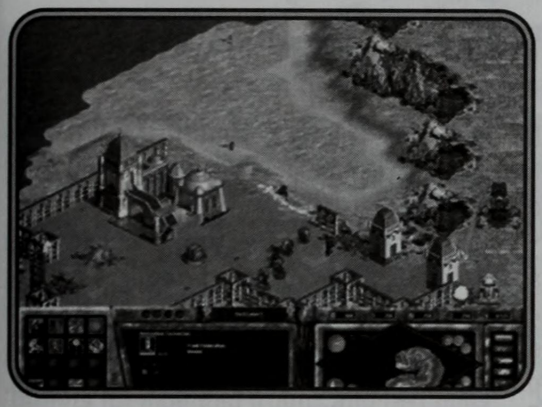
You may occasionally wish to send your cannon ahead of your destroyer droids. With its extended line of sight, your cannon can usually spot enemies long before they see it. Sending your cannon ahead for brief forays enables you to scout the area before committing your squad.

Use the ford to cross the river immediately behind the turrets. You can destroy the Theed gazebo on the other side of the crossing, but it poses no threat. Crossing the river brings you north and slightly east of the target area. You next come to a bend in the road, where you find a few more troopers, a mounted trooper, and a turret. Have your destroyer droids dispatch the live ones, then follow up with your cannon.

When you come to a crossroads guarded by a light turret, have your cannon destroy the deadly landmark and head south.

Tip

These Trade Federation cannons can collapse a Theed gazebo with a single shot, assuming they hit it.



Your prize awaits. The skeleton army in this little burg cannot possibly best your destroyer droids in a firefight, and that crate in the middle of town holds the stolen program.

You have arrived at the target. Roll your cannon over the ruins of that last turret to have a clear view of the road right up to the town gates. That crate in the middle of town contains the stolen program. Have your cannon demolish the first turret and the gate to the city. Place your destroyer droids in front of your cannon to guard it. They have no problem cutting down the meager forces that rush to defend their town. Once you have finished with the turret and troopers, move closer and have your cannon destroy the power core and the second turret. With the turrets gone, send in OOM-9.

You don't need to unload your technician. Simply have OOM-9 drive over the crate, and you pick it up automatically. Next, pack up your men and head back for the landing zone and your scores of unprogrammed droids.

Now that he has his army back, Nute Gunray seems more aggressive than before. He wants OOM-9 to go to Harte Secur and destroy the town. Located in the map's northern corner, Harte Secur has more units and much better defenses than the small outpost you just destroyed. Get to that town following the same road you just took, but turn north instead of south at the fork in the road.

First step, hotkey your enormous new army of battle droids. They may not offer much firepower on their own, but massed like this, they can cut through most threats. Leave your destroyer droids as [1]. You do not need OOM-9 for this part of the mission, so leave him, five battle droids, and two anti-air droids by your command center. By garrisoning the five battle droids, you power up your command center's defenses. Also garrison your Neimoidian technician. OOM-9, on the other hand, cannot enter the building.

Next, break the rest of your new recruits into two groups. Hotkey the first group to [2], the second to [3], and your cannon to [4]. While you organize your troops, you receive visits from Naboo fighters. Have your reactivated anti-air troopers shoot them down. Once you have your troops safe and divided, head north to Harte Secur.

By gathering your forces and moving them in an organized fashion, you minimize losses on the way to this mission's final battle.

When you get to the crossroads you passed before, head north instead of south. You see workers gathering carbon. Defeat them if you wish, but there's a medium turret just west of their carbon processing center. Don't bother deploying your cannon and bombarding the turret because you don't need to proceed down that road. Besides, your

units may stray too close if you decide to go after the workers. Turn north and keep pressing toward Harte Secur.

Shortly after this turn, you run into a stretch of road guarded by two medium turrets and several troopers. Carefully avoiding the turrets, have your destroyer droids eliminate the troopers. Keep your two platoons of battle droids away from the scene. If they get near, they run wild and get in the way. Once the troopers are dispatched, send in your cannon and clear out the turrets.

You do not have to enter Harte Secur to beat this mission. Just past the two demolished medium turrets, you see a huge archway. This leads into a dead-end courtyard. Boxing your forces in normally means defeat, but not in this case.

If you roll your cannon to the back of the courtyard, you are within firing range of the Harte Secur command center. Have your army clog the entrance to the courtyard and destroy anyone that comes while you deploy your cannon and open fire on command center. The Naboo send streams of mounted troopers and foot soldiers to defend the city, but they do not have anywhere near the numbers you have.

Rather than battling your way into Harte Secur, use your cannon to bombard the command center from within the confines of this courtyard.

Ways to Lose

Do not take chances with OOM-9 or the Neimoidian technician. You lose instantly if either one is defeated.

Guard your cannon as well. Though it has strong armor, a few mounted troopers can fry it up quickly. Lose that cannon, and you'll be slipping your troopers and destroyer droids past turrets while taking heavy casualties. Even worse, you'll have to battle all the way into Harte Secur to destroy the command center. You may still win, but victory will not come as easily.

MISSION 3: SPINNAKER'S SPOILS

In the beginning of this curious mission, we learn that Viceroy Gunray has lost confidence in the profitability of conquering Naboo. He wants 10,000 units of nova crystals as proof that the planet has any value. To ease his doubts, he sends OOM-9 to a Naboo-wide storage center in the town of Spinnaker. There, he wants OOM-9 to build a spaceport and claim Naboo's stockpiled inventory in the name of the Trade Federation.

Your invasion force consists of six heavy destroyer droids, three mech destroyers, two assault mechs, nine heavy troopers, three strike mechs, and six grenade troopers. You have a lot of firepower in this crew. The slow-moving assault mechs make good transports and have powerful blaster cannons. Heavy destroyer droids can absorb a lot of damage and have the firepower of a small army of foot troopers.

You need the big guns.

Your first target is a town just north of your landing site. A gate guards the entrance, and there's a sentry beacon, too. Before moving forward, unload your troops and group them. Hotkey the destroyer droids to [1]. Hotkey the rest of your forces to fit your tastes, but I recommend assigning the assault mechs to [6] and keeping them out of most of the action. These slow beasts make easy targets for mounted troops and fast units.

Once you have hotkeyed your forces, destroy the sentry beacon and destroy any forces you encounter on the way to the town. Do not demolish buildings, however. Instead, position your destroyer droids right by the gate to the town and keep them rolling by left-clicking. To defend their city, Naboo forces exit the gate to confront your troops. As they do, roll your destroyer droids in through the gate. The city surrenders immediately.

Now deploy your troops to defend it. Attackers come from the north and the west.

Place your destroyer droids just outside the gate and keep them rolling by clicking your mouse. When the Naboo send soldiers out through that gate, you roll in, and the city is yours.

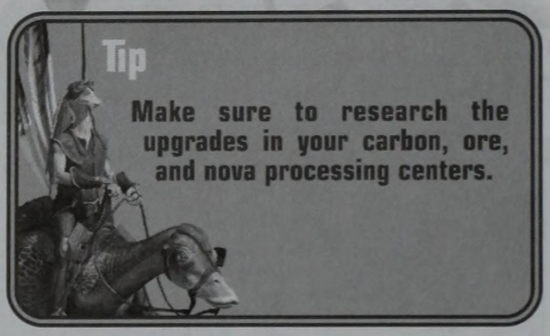
Tip

A river runs along the southwestern edge of the city. Enemies attack in frigates as you enter the city, then they send all manner of boats after you have taken the city. Guard your newly taken shipyard and see if you can cripple their navy.

First, stabilize your new town. You have inherited workers, all sorts of processing centers, farms, nerfs, an empty animal nursery, a Tech Level 3 command center, a shipyard, and more than a few soldiers. You have only moments before the barbarians come knocking at your gates. Time to pause.

Hit [Pause] and the game stops, but you can scroll around the map and take in the lay of the land. You see where your various units have run to and where you must send them. Divide your original army in two. Send the destroyer droids and troopers to guard your northern gate. Send the rest to the city's southeast corner to protect against attacks on the walls and along the waterfront.

Your town had many workers in it. Unfortunately, they got scared and stopped working during your invasion. Quickly assign them jobs. You have enough food, so have them gather ore and carbon. This allows you to build turrets and train troopers. A large ore deposit lies along the northern wall. There is not enough ore to go crazy making turrets, but there's more than enough to get started and to allow you to put up batteries of two medium turrets and two anti-air turrets along your two disputed north and west walls.



Tip

Make sure to research the upgrades in your carbon, ore, and nova processing centers.

In the meantime, the Naboo attack by air and sea. You need carbon to train troopers, including anti-air troopers. Trees line this city, so send droves of workers to harvest them. Do not assign workers to tend farms. You have a Tech Level 2 shipyard and a river filled with fish. Once you have control of the water, get your food with utility trawlers.

From behind the minimal safety of your walls, and with the added protection of turrets, your soldiers can successfully ease the attacks coming from the north and west. Your enemies take a few minutes to regroup. During that time, make one or two airbases, a mech factory, and a troop center.

You'll have an easier time defending your walls with an umbrella of air support, and your new city has enough nova crystals to create a sustained fighter wing. A large deposit of crystals lies just west of your city. So start stockpiling fighters and mech destroyers for your advance attack. Recruit anti-air troopers to scatter throughout your town for cheap protection against fighters, and create pummels.

Your enemies to the west are closer. They can harass you from the river, and they have an impressive fleet. You can, however, shut them down by closing down the strip of land they cross to get from their town.

Your neighbors to the north have a bigger city. They hack at your gates until they break in; and once they do, they become marauders, destroying every unit they see. They have a sophisticated attack, and they go after turrets, power cores, and other strategic targets. You have to fight this battle on both fronts, so fortify your city first, then cripple your enemies' ability to attack it.

On your northern flank is Spinnaker, the city you have come to invade, and it's ready for you. The Naboo have walled off the city and medium turrets guard that wall. Deeper in the city, you encounter anti-air turrets as well.

Take control of the road between your walls and Spinnaker. To do this, you need air power. Build an airbase and create five fighters. Next, send some troopers and three workers into the woods between your city and Spinnaker. Have your workers construct at least one turret and a carbon processing center. Then have the workers mine carbon.

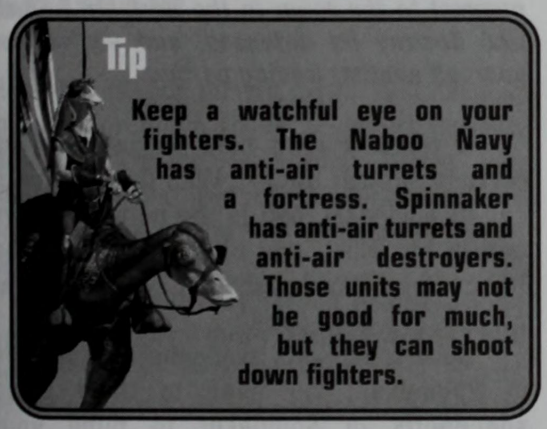
Assign your fighters to guard the turret. Spinnaker sends waves of soldiers and workers to try to destroy your buildings, but your fighters can easily maintain the area. You get two benefits from this. First, you now have access to a supply of carbon that will last until the end of the mission. Second, Spinnaker will partially deplete its population in a wasted effort to recapture this strip of land. So hold on to it.

Spinnaker lies just north of your city. Take control of the road between you and Spinnaker, and you effectively take control of this mission.

Once you have secured a solid hold on the road to Spinnaker, turn your attention west. A large deposit of nova crystals lies just outside your wall. Using the same strategy you used to get carbon and hassle Spinnaker, take control of these crystals and weaken the Naboo Royal Navy civilization that has been sending you nasty messages by boat.

Send a wing of six fighters and three workers out your west gate, then have them move north along your western wall. They come to a clearing with nova crystals and some anxious workers. Have your workers build two turrets, and a processing center. The Naboo Navy won't give up these crystals easily. You may need to assign workers to repair your turrets as your fighters take out enemies. If the battle gets too hot, construct a fortress, but you can hold this ground. And once you do, you have secured the best supply of crystals on the map.

Of course, this mission still centers around trading. No matter how many units of nova crystal you process, you need to trade to collect the 10,000 units Nute Gunray has given as an objective.

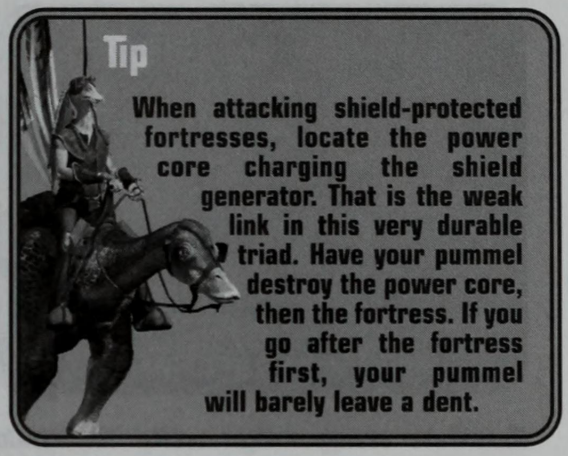


Tip

Keep a watchful eye on your fighters. The Naboo Navy has anti-air turrets and a fortress. Spinnaker has anti-air turrets and anti-air destroyers. Those units may not be good for much, but they can shoot down fighters.

To knock the Naboo Royal Navy out of the game, you need to destroy its fortresses. First, send 10 fighters to clear its ships out of the river. The town has multiple shield generators, so your fighters can't demolish important buildings. They can, however, clear turrets and soldiers off the road between your gate and theirs.

Once you have cleared the road, send in the pummels. Expect to lose one pummel for every shield-protected fortress you attack. In this mission, that's the best deal going.



Tip

When attacking shield-protected fortresses, locate the power core charging the shield generator. That is the weak link in this very durable triad. Have your pummel destroy the power core, then the fortress. If you go after the fortress first, your pummel will barely leave a dent.

Once you destroy the fortresses, go after the turrets, especially the anti-air turrets. Once the anti-air turrets are gone, send in fighters to help mop up as your pummels and artillery destroy every building and the prefab shelters.

Whenever you sack towns in this mission, think like a member of the Trade Federation. Leave the spaceports running. That way, you can send your cargo hovercrafts into the unprotected spaceports and have an additional trading venue.

Now turn your attention to Spinnaker. This wide, sprawling city takes up one-third of the map. It has multiple shipyards churning out frigates and anti-air destroyers. It has multiple fortresses under the protective umbrellas of multiple shield generators, at least one of which is powered by multiple power cores. Charge in blindly with fighters and bombers and you'll waste good units.

Instead of clearing the way with fighters, use heavy troopers and assault mechs to clear the road. Do not, however, attack the southeastern gate. Instead, once you have destroyed the Naboo Royal Navy, have your fighters clear any ground turrets along Spinnaker's southern flank and enter the town through its southwestern gate.

Gates are stronger than walls. You could have your pummel burn through the gate, but it destroys this turret more quickly if you burn through the wall directly in front of the turret. You then leave a door for the units that follow.

You fight the battle for Spinnaker on land, air, and sea. Have your assault mechs blast Spinnaker's anti-air destroyers out of the river. Then have your fighters destroy the rest of the Spinnaker Navy and work on any peripheral buildings that they can destroy without coming into range of anti-air turrets and fortresses.

If you still have destroyer droids, assign them to guard your pummels, then send your pummels to burn through Spinnaker. You need at least three pummels to ensure success, as each one will be badly damaged when it goes after power cores and fortresses. Even if you have wiped out Spinnaker's population, you still need time to clear out its turrets.

Along with its fortresses, Spinnaker has three spaceports. One of your objectives is to destroy these buildings, but don't be too hasty. You need 10,000 units of nova crystal, and the only way to get them is to trade for them. Might as well trade with the dead Spinnakerians.

And speaking of unwilling trading partners, there's a small town in the north. It's not much of a town, but it has two spaceports. Unfortunately, it also has turrets. Build a transport and send one of your pummels to teach the town some manners and trade with it freely.

You need all the trading partners you can get or you'll have a long wait as you watch your cargo hovercrafts hauling in crystals. Send a pummel to the town in the northern corner and destroy its defenses, and you've got yourself another trading partner.

It takes a long time to gather nova crystals through trading. With three ports of call in Spinnaker, two in the northern town, one in the allied city to the east, and the Naboo Royal Naval spaceport, you can gather crystals at a good pace.

Build spaceports everywhere, especially in Spinnaker. You need to build three spaceports in Spinnaker to fulfill your objectives, and your cargo hovercrafts need destinations to drop their goods. Once you have met the 10,000-unit nova crystal quota, destroy the spaceports in Spinnaker, and the mission is done.

Ways to Lose

The first way to throw this mission would be to wait too long or do too much damage to your town before claiming it. Every building and unit you keep alive will fight for you as soon as you take the city.

Once you take the city, you must be fast. Guard your north and west walls, and place your assault mechs in the southeastern corner of the city to guard against frigates and transports. Your enemies will drive you nuts if they get in your walls, so keep them out. Beat them off, then keep them off by expanding.

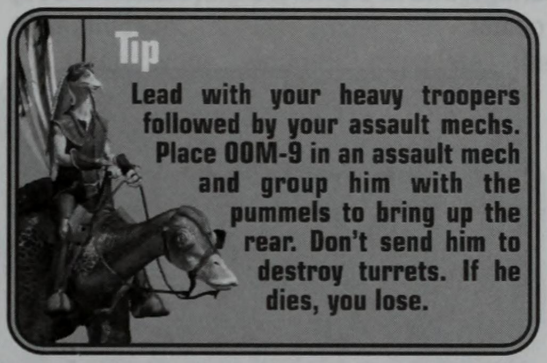
You would lose by default if you killed off every spaceport. As a precaution against this, you have an ally. I'd rather play the mission over than sit around trying to gather 10,000 nova crystals from one spaceport. So do not destroy spaceports.

MISSION 4: CAPTURING THE CROWN

Fight this mission on two fronts. First, take an invasion force into Theed to capture the city. Next, the Trade Federation sends you reinforcements. But these reinforcements arrive on the wrong end of town and must fight to join you.

You begin with 10 mech destroyers, 16 heavy troopers, three strike mechs, two pummels, and OOM-9, which you should either load into an assault mech or hide to keep safe. The mission begins at the gates of Theed, where Viceroy Nute Gunray informs you that your forces should attack only offensive targets. Nonetheless, you'll be well served by destroying any airbases, anti-air turrets, mech factories, or troop centers you happen to pass. Theed is, after all, Naboo's capital city.

As always with invasions, start by organizing your units. Lead with heavy troopers—they're reasonably powerful, fast, and expendable. In a mission such as this, with no way of training more units, you cannot afford to lose assault mechs cheaply.



Tip

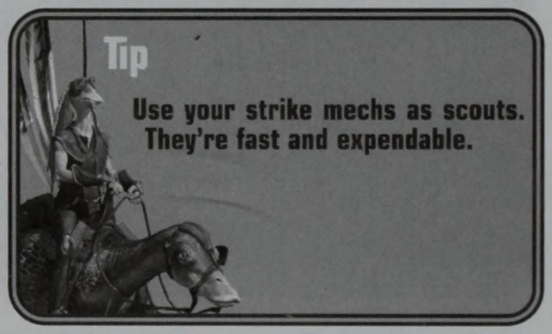
Lead with your heavy troopers followed by your assault mechs. Place OOM-9 in an assault mech and group him with the pummels to bring up the rear. Don't send him to destroy turrets. If he dies, you lose.

Begin by burning the gates of Theed. Send your pummels, but watch out, a lone sentry unit guards the gate. Have your assault mechs shoot it through the wall as your pummels open the door for your troops.

In the beginning, you only have to deal with scattered attacks. Theed throws an occasional strike mech or trooper in your direction. Things ramp up quickly. The only way through Theed is past a fortress. Send a pummel with a couple of heavy troopers and an assault mech escort to clear out any strike mechs your pummel meets along the way. Two roads lead north once you enter the gate. Take the road to the right. turrets fire at you from across the river if you take the one on the left. You'll square off with those turrets soon enough.

You pass a bridge to the west when you enter the city, but someone has destroyed it. You cannot cross it, and turrets will hit your units if you try, so concentrate on destroying the fortress with minimal damage.

Once you have destroyed the fortress, demolish the two troop centers and the war center that sit nearby. Remember to keep away from turrets and always send an escort with your pummels. You need only two to start out with, so get as much as you can out of each. After attacking power cores and troop centers, continue moving your troops northeast through the city. You run into a solid bridge a few blocks from the second troop center.



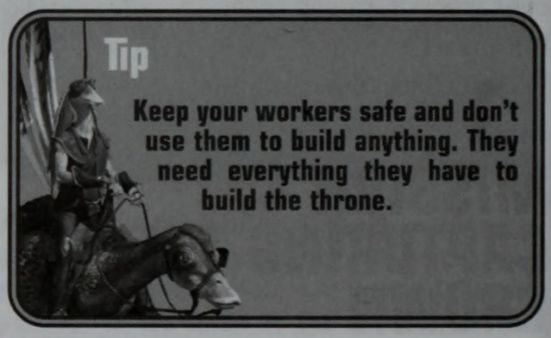
You'll deal with your next fortress shortly after crossing the bridge. Heading north, you pass a street. Do not enter; it's a dead end and your army would be within range of the fortress on the next street. Instead, put together your pummel and an escort, and destroy the fortress.

You'll likely lose your pummel on this fortress. Minimize the damage by sending your second pummel in once the first has begun attacking the fortress. The fortress concentrates all of its fire on the first pummel, so you can bring in assault mechs and other units without them taking damage.

Once you destroy that second fortress, you have a straight shot for the jamming device, one of your two main objectives. Destroy a few power cores and troop centers on your way.

Two turrets guard the jamming device. If you still have both of your pummels, send the healthier one to destroy the turrets. Once the turrets are gone, go after the Naboo Hangars before destroying the jamming device. Once you destroy the jamming device, you set off a scripted event and your objectives change.

Now Viceroy Gunray wants you to take over the Palace and build a Neimoidian throne on its grounds. He sends you reinforcements consisting of three new pummels, four destroyer droids, another three assault mechs, and five workers to construct his monument. Unfortunately, he drops these reinforcements in the south end of town, far from your other forces and even farther from the Palace. On the other hand, your first army has created a safe haven. Concentrate on bringing your new forces north and don't worry about attacks on the other units.



Take a moment to roast troop centers, power cores, airbases, mech factories, and other targets on the way up. Perhaps you can prevent unwanted tourists from coming to visit your monument.

Not surprisingly, your reinforcements run into two fortresses shortly after arriving. The first is to the west. Ignore it, as you have no reason to go that way. The second is along the only road to the east. Send your assault mechs in case your pummels run into company, then send all three pummels to bulldoze that fortress. When they finish, send them to zap the troop center behind it. No point in leaving openings for your enemies.

Now enjoy a tour of picturesque Theed. Of all the civilizations, the Naboo build the most ornate and attractive cities. As you cross the bridge, you hit a fork in the road. One direction leads down a diagonal corridor right through the heart of town. It brings you to several gates, but gates do not have huge laser cannons as do the fortresses you encounter along the other paths. Take the corridor.

Burn through two gates as you follow this road. Shortly after that second gate, you come to a huge arch. A spaceport lies to the right of the road. This is the best spot for your two flanks to meet. Have your original team move south and west, destroying power stations, power cores, and other targets as they go. Have one of the three pummels from your reinforcements char away the houses between the diagonal corridor and the spaceport. This opens a path for your squads to hook up. Once they are together and organized, move to the arch.

Just beyond the arch, you see two troop centers. Have your assault mechs blast them. Beyond the troop centers are two fortresses. Send the pummels to clear out the fortresses, then march right into the Palace.

As soon as five of your units enter the Palace compound, Gunray sends the materials you need to build his monument and some fighters to help protect it. Send all of your workers to build the monument on the Palace grounds. While they build, you and all of your remaining units must protect the monument.

Set your fighters on patrol at the entrance to the Palace grounds. Then send all of your assault mechs to guard your fighters. Though most of the units that Theed sends are heavy mounted troopers and strike mechs, some anti-air troopers may be in the mix. Your assault mechs and fighters should have no problem destroying anything that straggles in their direction.

Once your workers complete the Neimoidian throne, you win the mission.

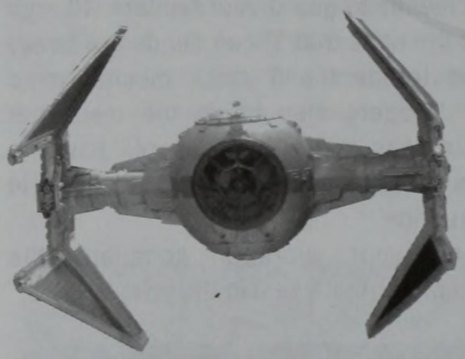
Your ultimate goal is to prove Trade Federation superiority and demoralize Naboo by constructing a Neimoidian throne beside Queen Amidala's Palace.

Ways to Lose

This one is easy to lose. If you lose track of OOM-9, he may get trapped and be defeated or he may be too aggressive and be defeated in battle. Either way, you lose if he is defeated.

You also lose if you cannot build the Neimoidian throne exactly as Nute Gunray envisions it. If your workers go, you lose. Build it in the wrong spot, and you lose. Accidentally build the wrong kind of structure, and you lose. Run out of materials, and you lose. Let

Theed defenses get close enough to destroy the throne before it is complete, and you lose. Save your progress right before you begin constructing the throne.



MISSION 5: THE SEARCH FOR AN UNDERWATER KINGDOM

The ever-nervous Viceroy Nute Gunray has become worried about an "intelligent" race living underwater in the swamps of Naboo. Gunray wants to find a Gungan leader named Boss Ganne, and he's sent Darth Maul to help you, complete with his Sith Infiltrator spacecraft.

You begin this mission in a Trade Federation camp, but you have no workers. This hunt-and-destroy mission plays out quickly. You begin your quest with two pummels, two destroyer droids, four heavy troopers, six heavy mounted troopers, two mech destroyers, and one very nasty Sith.

Darth Maul has 600 hit points, four times as many as a pummel, and he is self-healing. He is also a fast runner. With the exception of destroying a Gungan command center, there's nothing in this mission that Darth Maul cannot do perfectly well alone. Just tell him where to go, and he sprints off. Have him sprint south, down the row of turrets. When he comes to the fork in the road, have him turn right. When he comes to a thin strand of trees, keep going—the road goes through them.

Do not be put off by this row of trees. The road continues east and Boss Ganne hides at the very end of it.

You run into four mounted troopers shortly after the trees. Darth Maul, the king of road rage, attacks them automatically if you do not stop him. With his 600 hit points, this Sith warrior makes short work of mounted troopers, who, like him, only fight at short range. On the other hand, he takes unnecessary damage if you allow him to fight. He regenerates his health, but have your destroyer droids polish off the Gungans as much as possible.

Darth Maul runs into farms next. He mauls them and the workers. Now, give the old boy a rest. Leave him with the farms and send your troopers and destroyer droids southeast along the path. They pass through a stand of trees and enter another Gungan village. This time an army of troopers, mounted troopers, and minor weapons awaits. Keep your team in a tight group, and you can slice the Gungan force down quickly.

This is the biggest army you face in this level.

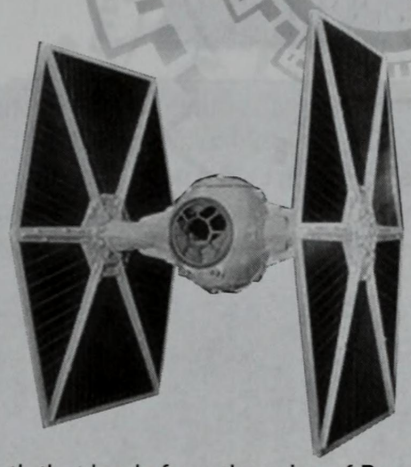
Continue heading east-southeast and discover a small compound with farms and a command center. You could defeat this command center using Darth Maul; have him hack through the fence guarding the command center, charge the building, slice it for a few moments, then run off to regenerate. Then send him back for more slicing, letting him heal between attacks. This could take hours.

Instead, send in the pummels. Pummels excel at attacking armed structures such as turrets, fortresses, and command centers. Once the command center is gone, you find Boss Ganne hiding on his mount in a small grove behind the ruins.

You find Boss Ganne cowering in a meadow. Everybody dumps on Gungans. Even the Objectives Window refers to him as "worthless."

Now that you have Boss Ganne, tether his slow, fat, worthless hide to Darth Maul with a hotkey. Both of these characters must survive for you to beat this mission.

You found Boss Ganne in the map's eastern corner. Now that you have him, you need him to take you to Rellias, the hidden Gungan city. It's hidden in the southern corner of the map. To get to it, you have to head west, then south. Begin by heading west along the



path that leads from the ruins of Boss Ganne's command center.

Tackle a few more skirmishes as you travel back to the fork in the path in the screen's center. Just west of that nexus, the path seems to end at a grove of trees. Don't be fooled. The path runs through these trees, and reinforcements have been stationed on the other side. Among other things, you receive four new destroyer droids. Pick up your reinforcements and head south.

The Gungans harass, but as you have six destroyer droids and Darth Maul, the Gungans cannot do much to stop you. Try converting a few of them for practice.

With this large force and two units that must stay alive, try moving in formation. The formation buttons are on the Command Interface in the screen's bottom left. They are on the third row of buttons. The button with the triangles arranged in a square places your units in the guard formation, with your more vulnerable units sequestered in the middle of your forces. Click on this, and your troops surround Darth Maul and Boss Ganne for safekeeping.

You come to two gates along the way. Your pummels can destroy them, but each gate has 12,750 hit points, so demolishing them takes time. Instead, have Darth Maul use the Force on weak-minded Boss Ganne and make him open the gates.

Two very powerful turrets guard that final gate. Clear the area of Gungans with your

destroyer droids and then send in the pummels. Once you have destroyed the turrets, passed through the gate, and entered the swamp, you hear a familiar voice from the movies, and victory is yours.

The level ends here, at the swamp, Jar Jar's front door.

Ways to Lose

Fast and strong as he is, Darth Maul is never in much danger in this mission. Even so, send your destroyer droids ahead of him to clear the roads of obstructions.

The only real danger in this mission is not keeping an eye on Boss Ganne. You must keep him alive to win.

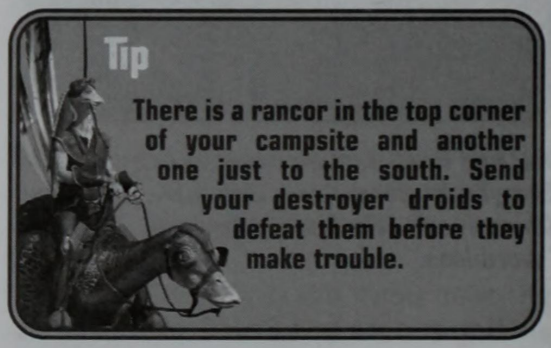
MISSION 6: THE SIEGE OF OTOH GUNGA

Still obsessed with the Gungans, Nute Gunray sends forces against the sea dwellers in a battle for market share. Your job is to control the resources, then fight the Gungans. You begin with a Tech Level 3 society that includes a command center, eight workers, four destroyer droids, three anti-air troopers (this should tell you something), and three strike droids.

Assign three of your workers to collect carbon while the fourth builds an airbase in range of your existing power core. With this nucleus, you can power an airbase, a carbon processing center, and a troop center. Get cracking; this mission is all about speed.

Once you have begun training new units in your airbase and troop center, have your worker erect turrets. Build them near the beach and in range of your power core. Assign your destroyer droids and anti-air troopers to guard the turrets. That way they won't meander off.

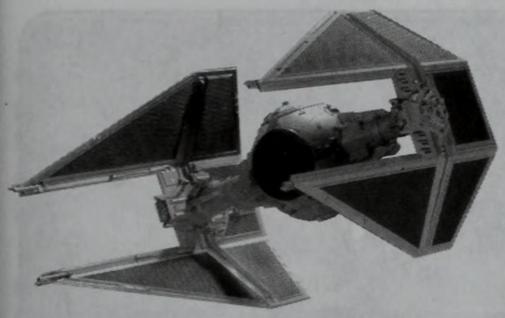
As the mission unfolds, your turrets attract Gungan ships and soldiers. Once they arrive, your destroyer droids can dispatch them quickly. As you stabilize the balance of power and score more ore, use this lethal combination of turrets and destroyer droids to exhaust the Gungan population and evict them from the island.



Tip

There is a rancor in the top corner of your campsite and another one just to the south. Send your destroyer droids to defeat them before they make trouble.

Once you have your airbase, build a transport and send a worker to build an animal nursery and herd the nerfs on the island adjacent to yours. Once you have the nerfs, construct a power core, a carbon processing center, and when you have the ore, several turrets. Set up a gauntlet for spotting and destroying Gungan ships that come up the



channel to harass your settlement. You can hit most anything passing through these waters if you place lines of troopers on both beaches. Train anti-air troopers too; you see an occasional fighter. You have a 100-unit population limit and Trade Federation soldiers are cheap to train. Make them by the dozen. The Gungans are a water power, so expect lots of harassment. The Trade Federation, on the other hand, does not need housing and has cheap foot soldiers. Harass them back on land.

There are a lot of nerfs on that adjacent island and your nursery provides a steady supply of food. Upgrade it when you can.

The Gungans don't want the island with the nerfs, but they don't want you there, either. Their ships pulverize your turrets and power core until you take control of the map. To do this, locate ore and nova crystals. Take permanent control of your island with carbon and a steady flow of troopers, but you have only a limited supply of crystals, so you need to find a new supply.

Do not try to colonize the top half of the map. The Gungans have set up strongholds in the islands to the north. They have so many turrets and anti-air turrets on the little uninhabitable islands scattered around this seascape that neither your ships nor your fighters can travel that area safely.

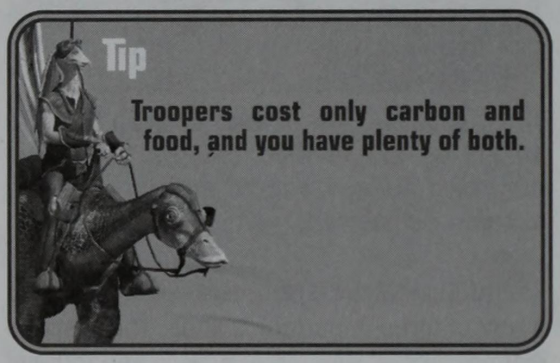
The Gungans have placed powerful turrets all across the northern islands. You need advanced cruisers and advanced destroyers to capture these waters.

Along the map's southern corner, you find a row of three important islands. The first has mounds of ore, enough to enable you to build as many turrets as you like. The Gungans have located this island and sent a small detachment of soldiers and workers to harvest the ore. This little legion includes anti-air troopers, so get in and out quickly when you drop your forces.

Load your transport with four troopers and send it to that first island, just above the bottom of the map. Deploy your men along the southern coast of the little island, then send your transport back for three workers and one more trooper.

With any luck, the Gungans won't discover you until after the transport returns. Even if they do, they don't have a strong hold on this island. If you get there early enough, your first four troopers have little trouble clearing the Gungans away. As soon as your workers arrive, have them build an Ore processing center. A command center would make more sense, but the island has too many hills.

Now that you have the island, protect it. While most of the workers gather ore, have one worker build two turrets. The Gungans aren't particularly interested in recapturing this island, but they'll bombard your processing center and neutralize your men if you don't guard the shores. Build a troop center and throw numbers at them.



Tip

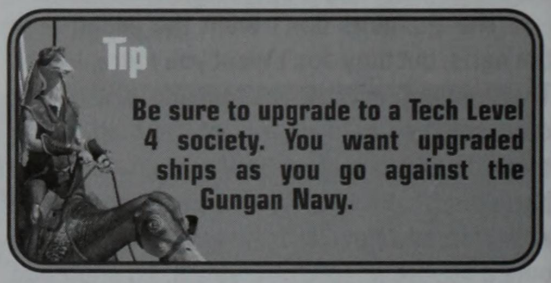
Troopers cost only carbon and food, and you have plenty of both.

Now that you have a solid base and a good source of ore, collect nova crystals. Ore lets you defend your base with walls and turrets, but you need nova crystals to build ships, upgrade your soldiers, and especially to manufacture fighters.

The island to the right of the one you just captured is covered with nova crystals, but the Gungans have a strong hold on this island. The third island in this chain, in the map's far right, has a good supply of crystals, and the Gungans won't find it. transport five workers to this island and build a crystal processing center. If you get the chance, send three more workers. This is a tiny island. Having more than seven workers just slows them down.

By taking this tiny island, you can finally fund your war effort and take the fight back to the Gungans.

Your first objective in this mission was to cut off the Gungan's supply line by dominating the crystal and ore deposits. Accomplish this by controlling the crystal on the third island. If you have not yet done so, erect a troop center on the island with the ore. Next, build a shipyard and an airbase. Begin stocking up on destroyers and fighters.

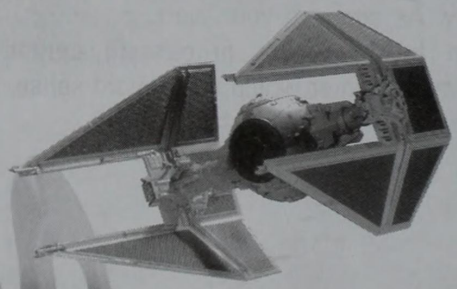


Tip

Be sure to upgrade to a Tech Level 4 society. You want upgraded ships as you go against the Gungan Navy.

You can capture this next island with fighters, though you need to be careful. The Gungans haven't built turrets here, but they have stationed anti-air troopers to guard it. Anti-air troopers are not as powerful as anti-air turrets; defeat these guards with minimal losses by sending three fighters at once.

Once you have cleared the island, send workers to build a processing center. You may want to build turrets, though you really need to defend this island with destroyers. The Gungans send ruthless anti-air destroyers to down your fighters.



Now that you have taken this island, enjoy a brief moment of peace as the Gungans prepare a retaliatory strike. If you have fortified your islands with turrets and droves of troopers, the dreaded Gungan strike won't leave much of a mark.

But once again, Nute Gunray changes his mind. Suddenly, he wants to eliminate all Gunganhood. You have chased the Gungans off all but one of the islands. They now have limited resources and cannot mount much of a defense. But their capital isn't on that last island—it's beneath the sea.

Remember those islands with all of the anti-air and medium turrets? The Otoh High Tower, apparently the White House of the Gungan Empire, sits on the bottom of the ocean in the middle of those islands. To get to it, you need to advance to Tech Level 4 and research advanced scanning in a war center. This costs 300 units of ore and 450 units of nova crystals. With advanced scanning, your ships can see underwater, allowing you to spot and attack Otoh Gunga.

To get a fair shot at Otoh Gunga, and the High Tower in particular, clear out those medium turrets. Research advanced cruisers, then manufacture two or three of them. For safety sake, send them out with an escort of heavy destroyers. The Gungans send frigates and destroyers against you.

The advanced destroyers have a longer range than the Gungan medium turrets, so lob volleys at the turrets from a safe distance. Once you eliminate the turrets, send all of your ships into the center of those islands. With Advance Scanning, you can see submerged Gungan buildings. The High Tower is an enormous round building. However you neutralize it, you beat this mission when you have finished the task.

The Otoh Gungan High Tower is a giant dome submerged under waters surrounded by medium turrets.

Ways to Lose

The Gungans start this mission stronger than you, and they increase their advantage with every passing moment. They have nova crystals and can build frigates and fighters. They have powerful turrets. They rule the seas, and this mission takes place on a map filled with islands. Wait too long to take additional islands, and they will establish strongholds.

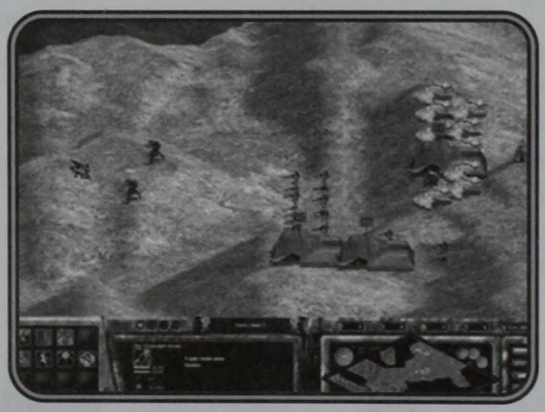
Save up enough ore and nova crystals to advance to Tech Level 4 and research advanced scanning. These two pieces of research cost a combined 1,250 units of nova crystals. After that, each advanced cruiser costs 150 units of nova crystal. You inherit lots of nova crystals and ore when you take control of the map, but be wise in spending them.

MISSION 7: GRASSY PLAINS (BONUS MISSION)

Perhaps being viceroy of the Trade Federation has taken a toll on Nute Gunray. As we all know, the Gungans routed the Trade Federation army on the grassy plains of Naboo. Of course, they had a little help. The Trade Federation had all but trashed the Gungan army when someone pulled the plug on the droids and they ran out of juice.

Apparently, Gunray needs help dealing with this. This final mission is an "alternate historical simulation."

In this alternate reality, you begin your grand assault with 40 destroyer droids, 15 mech destroyers, 60 troopers, 10 heavy assault mechs, 16 strike mechs, OOM-9 (appearing in the guise of a mech destroyer), and Darth Maul. What is Darth Maul doing here? Simple. In Nute Gunray's alternate reality, Maul lives. Stepping off his Sith Interceptor, he states, "I have killed the Jedi and now I have come to assist you."



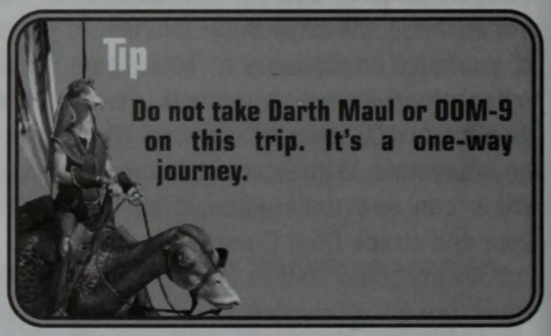
You begin this battle with quite an army. So do the Gungans.

But you don't need his assistance.

Gunray wants you neutralize the Gungans. You don't need to do that, however. Above all else, this is a break-through-and-conquer mission. A Gungan Palace lies on the far end of the battlefield. Break through to that Palace and destroy it, and you win the day.

You can play this battle strategically if you like, or you can win with unbridled aggression and a lot of mouse clicking.

Group your destroyer droids and mech destroyers and assign guard formation. You run into wave after wave of Gungan troopers and mounted troopers. Focus all your firepower on one Gungan at a time so that you can dispatch them quickly and move to the next.



Tip

Do not take Darth Maul or OOM-9 on this trip. It's a one-way journey.

This is especially the case with the fambaa shield generators—big dinosaur-looking animals with shield generators strapped to their backs. As they did in the movie, the Gungans tend to hide under the umbrella of these shields as they fight. Concentrate all your firepower on fambaa shield generators as soon as you see them. Once they are defeated, everything around them becomes vulnerable. Above all else, push forward. You don't have to take out every Gungan, just every Gungan that gets between you and the Palace.

Your destroyer droids probably can't win this battle on their own. Push hard, and they

make it to the river that runs around the Palace. You may make it across the ford and to the outskirts of the castle, but the small army that greets you on the other side is strong. Surrounded by fambaa shield generators, this wave is sometimes protected by two shields at once.

You most likely have exhausted your forces fighting to get to this point. Keep your destroyer droids close together and shoot down as many fambaa as possible.

Your second wave should include the strike mechs, the troopers, the mech destroyers, and the heavy assault mechs. Keep your troopers out in front. They are faster shooters and have a better chance of mowing down mounted troopers from a distance.

Cross the plains following your first wave's path and using the same bullish strategy. You encounter stragglers on this attack, but they aren't much of a threat. When you get to that ford crossing, move across the river quickly. That ford is narrow, and you don't want your soldiers trapped on it.

Cut through whatever final fambaa shield generator-protected units remain, and attack the Palace. You win when the Palace falls.

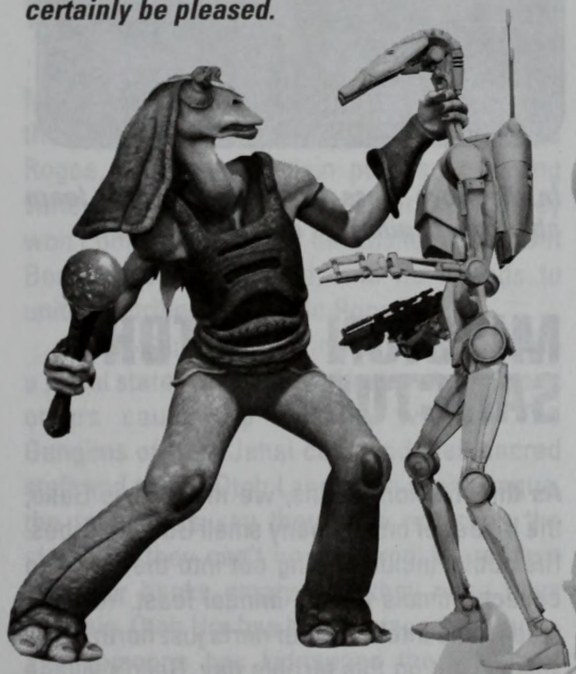
The entire OOM-9 Campaign comes down to this moment. Destroy the Palace.

Ways to Lose

Do not get sidetracked or bogged down. You win or lose based on sheer aggression. If you get too clever trying to avoid casualties, you open the door for the Gungans.

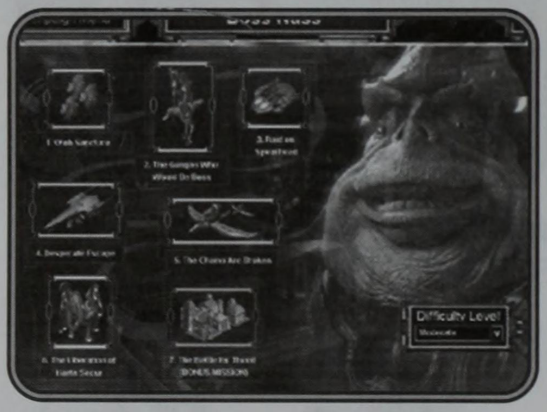
Other than that, just be sure to keep Darth Maul and OOM-9 back at the landing zone. You don't want to lose them in battle.

Win this battle, and Nute Gunray will certainly be pleased.



Chapter 9: The Boss Nass Campaign

Pompous old Boss Nass wants to relive the story of how his ancestor Boss Gallo rose to power. For real-time strategy purposes, the Gungan's amphibian lifestyle makes for interesting possibilities.



In the Boss Nass Campaign, players learn about the beginnings of Gungan society.

Fig. 9-2. While Gallo is away, the ugly, warthog-like Bursa come to play. Turn the tables on them.

MISSION 1: OTOH SANCTURE

As this mission begins, we meet Boss Gallo, the leader of one of many small Gungan tribes. His duties include riding out into the forest to collect animals for the annual feast. You can steer Gallo into a herd of nerfs just north of his village. But on this terrible day, Gallo's village gets sacked by an army of Bursa while he goes hunting.

You start this mission with nothing but Boss Gallo and his wits. Do not try to return to the village. Instead, take your nerfs and continue north. You cross a river, and just beyond that river you stumble across Boss Marsune, another small-time Gungan leader. This triggers a scripted event that results in Marsune giving Gallo four workers in exchange for Gallo's five nerfs.

Claim your workers and follow the path through town, then turn south. Don't stop in the first clearing just south of town. Cross the river to the south to find a clearing with ore, nova crystals, and plenty of trees for carbon. On the way to this little sanctuary, Gallo passes a Gungan militia member who informs him that some clown named Rogoe sent the Bursa. Gallo swears revenge.

Now is your chance to help him. You have enough carbon to build a command center. Starting with a command center lets you train more workers. It also lets you start gathering food, carbon, ore, and crystals without erecting four specialized processing centers. Best of all, command centers do not require power cores.

Now it's time for some traditional civilization building. Erect two prefab shelters and send all of your workers to collect Muja fruit or harvest carbon. Train more workers, and send them for more fruit and carbon. Construct a power core, a troop center, more prefab shelters (you want at least 10, eventually), and an animal nursery. As you explore the area, you find six nerfs grazing.

Because this mission takes place in the "misty past," it does not include much of a technology tree. You begin the mission with a Tech Level 1 society and never get to upgrade. Fortunately, your enemies are even more primitive.

Mounted troopers are better suited for fighting Bursa than standard troopers. Squat, tough, and fast, Bursa rush troopers and maul them from close up. Because mounted troopers fight at close range and absorb damage better than regular troopers, they stand a better chance against packs of Bursa.

You spend 20 units of nova crystal for every mounted trooper that you train. An avenging army with 20 mounted troopers and 10 troopers should have no problem evicting the Bursa. Train your army, arrange them using the staggered formation—the button with the triangles forming a diamond. Once your army is ready, head south.

A ford leads across a river just south of your new town. Crossing that ford takes you to the outskirts of your old city. It also leads you to a flank of Bursa. Attack them.

After this battle, your troops can see Otoh Sancture, Gallo's first town. A brightly colored bush blocks the entrance into town. This mess is a Bursa dwelling. Destroy it and every other Bursa artifact left in your city.

A few Bursa attack as your mounted troopers clear out their nests. Neutralize the town, and you win the mission.

Ways to Lose

This level seems more introductory than anything else. The Bursa fight back, but they do not seem interested in locating your second town and wiping you off the map. Prepare a good sized army before returning to Otoh Sancture, and the mission should go fairly smoothly.

MISSION 2: THE GUNGAN WHO WOULD BE BOSS

Nothing unites folks like a common enemy. In the Gungan Plain, that enemy would be Rogoe, a heartless villain purposely playing various tribes against each other so that they won't notice his attacks on smaller tribes. But Boss Gallo has noticed, and he intends to unite the tribes and battle Rogoe.

Inter-Gungan relations have devolved to a pitiful state, with some tribes quarrelling and others caught up in petty worries. The Gungans of Otoh Jahai can't find their sacred staff and blame Otoh Langua. In Otoh Langua, the town folks say they have not seen the staff, and they can't be bothered. Wars have left their banks empty, and they need nova crystals. Otoh Urs has been ravaged by Bursa, and someone has kidnapped the leader of Otoh Raban.

The Gungans need a hero, someone who can bring order to chaos. Boss Gallo feels that he is the amphibian for the job.

In many ways, this level plays more like a console-style role-playing game than a real-time strategy game. You spend a lot of this mission shuttling from one village to the next solving other Gungan's problems.

You begin this mission with four troopers, four mounted troopers, one medic, Gallo, and Captain Marsune. Obviously, Gallo and Marsune must survive. Arrange your forces in the box formation with your other soldiers surrounding the Bosses.

You begin this mission near the screen's bottom corner. The road takes you a little farther south, then north, to the center of the screen, where you enter the town of Otoh Jahai. The town seems deserted. A voice informs Gallo that the neighboring town of Otoh Langua has stolen a Jahai religious relic, a sacred staff. If Gallo can get it back, Otoh Jahai will join him.

As Gallo leaves Otoh Jahai, two troopers attack his army. No problem. A Rogoe-friendly mounted trooper and one more trooper wait a short way down the road. Your army can make short work of all these minor challenges, but stop and let your medic heal your soldiers after every battle.

You find Otoh Langua near the map's eastern corner. There you find out that the Otoh Languans had nothing to do with the staff. The economy has gone soft in Otoh Langua. The Gungans there will gladly join Boss Gallo if he can scare up some nova crystals to help their cause.

To find Otoh Jahai's sacred staff, go back to the main road and follow it north then east. You run in to scattered resistance. Continue heading northeast until you reach an area that looks like the ruins of an ancient temple. There you find the sacred staff guarded by a lone scout. Take out the scout, take the staff, and head back.

The missing staff is at the end of a paved road, guarded by a single scout.

On your way back to Jahai, you may notice a small path to the right that leads through some trees. This path takes you to a spaceport near the map's eastern corner. Dispatch the scattered troopers guarding the building and destroy the building. For this good deed, you receive 1,000 nova crystals.

March your forces to Otoh Langua, and the town presents you with four heavy troopers. Take the staff back to Jahai, and the town gives you four strike mechs.

With your newer, larger army, switch to staggered formation. This formation still protects Gallo and Marsune—they ride behind the rest of the formation, but it also tucks your troopers safely behind your mounted troopers.

March back up the road, north from Jahai. This time take the next left, and follow the road toward the map's western corner. There you find Otoh Urs, a town in terror of the mighty Bursa. If Gallo will help them fight the Bursa, they will join his cause.

Head south from Otoh Urs, and you find the clearing in which approximately six Bursa live. Destroy them, destroy their hovels, and return to Urs. In gratitude, the Gungans of Urs give you four artillery.

The last Gungan town, Otoh Raban, sits along the map's northwestern edge. This town

has been ravaged by Rogoe, and its Boss has been taken captive. Gallo's last task in this mission is to return the town's leader.

Follow the road north, toward the map's top corner. This is where that artillery comes in. Rogoe has set up a prison. To enter it, you have to cross a narrow bridge guarded by two light turrets and a handful of troopers. With your artillery, you can hit the turrets from outside their range. Have your mounted troopers guard your artillery against Rogoe's troopers as your artillery pounds the turrets.

Rogoe has imprisoned armed troopers and grenade troopers in this compound.

Once you destroy the turrets and blast through the gate, you find armed Gungan soldiers waiting in cells for you to free them. Have the soldiers turn their weapons against the light walls that separate their cells while your mounted troopers destroy the prison's power cores. There are four turrets in this compound, all near the back wall. Have your artillery destroy them.

When you have disposed of the turrets, go to the back of the compound and free the captured Gungan leader. Return him to Otoh Raban, and the city declares its loyalty to Gallo.

Ways to Lose

The most likely way to lose on this mission would be to have Boss Gallo or Captain Marsune lead you into battle. With the exception of the turrets in the final battle, you never face much danger in this mission—it's a storytelling level.

MISSION 3: RAID ON SPEARHEAD

It's time for Gallo to pay Rogoe a visit in the fortress city of Spearhead.

Along with Captain Marsune and Boss Gallo, who must be kept safe, your forces include nine nerfs, one scout, two artilleries, two strike mechs, two mech destroyers, three heavy troopers, six grenade troopers, and six workers. You have a sprawling camp with turrets, sentries, Muja bushes, ore, and two nova crystal deposits. Make it one of your first goals to get to Tech Level 3 so that you can construct an army capable of taking the offensive.

Start by herding the nerfs around your camp into the animal nursery. Send Gallo to walk past them so that they accept your orders. Assign the workers standing around the command center to tend their farms and train more workers. Send many workers to collect carbon, some to harvest Muja fruit, and a few to mine ore and nova crystals.

You must construct two Tech Level 2 buildings to jump to Tech Level 3. Constructing a war center lets you begin researching armor and focusing coil technologies that prove useful. The second building to erect is a spaceport. Boss Gallo has allies, and by

building a spaceport and researching the HoloNet transceiver, you can tap into their exploration and instantly open most of the map.

Setting up shared exploration with your allies through a HoloNet transceiver exposes the whereabouts of Spearhead, Rogoe's stronghold. Taking up most of the southwestern quarter of the map, this fortified area is almost entirely surrounded by water. A small land bridge connects it to the lands around it, and that bridge opens to an enemy civilization called Rogoe's Keep.

Once you have a war center and spaceport plus 800 units of food and 200 units of nova crystals, you can jump to Tech Level 3.

To beat this mission, send Captain Marsune to confer with Bongomeken Collective, the civilization that gives Gallo the technology he needs to spot Rogoe's underwater lair. Look on the mini map for a small, lighted spot east of your camp. There's no need to wait. Send Marsune over, and they join the battle and give Gallo control of their considerable army. For the record, the Bongomeken Collective's army includes fambaa shield generators, bounty hunters, and cannons.

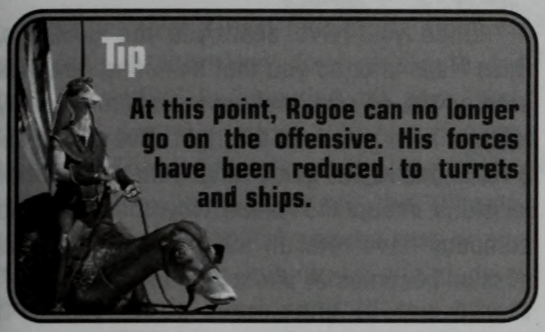
You can beat Rogoe with a Tech Level 3 army, but your best weapons for this battle are cannons. Slow, but with amazingly vicious long-range firepower, cannons cost 200 units of carbon and 200 units of nova crystals. You can only build cannons in a fortress, in Tech Level 4. You should have enough nova crystal in your camp to upgrade to Tech Level 4 and construct some cannons. Otherwise, consider expanding south; unclaimed deposits of ore and crystal lie just across the river south of your camp. You won't need these minerals if you run a tight operation, but claiming them effectively cuts Rogoe out of even more territory.

You can crush tiny Rogoe's Keep as a Tech Level 2 society. If you start this mission by moving your army south along the map's western edge, you protect against invasion and seal in Rogoe. Cross a couple of rivers and arrive at a bridge. Rogoe's Keep is on the other side of the bridge. You easily overwhelm this one-bantha town with your forces.

Upon entering, destroy the power core with your artillery. This hamstrings the town's ability to train troopers. Next, destroy the troop center followed by any other buildings. Moving quickly, you should accomplish all of this within 20 minutes.

The bridge to Spearhead is just to the right of Rogoe's Keep. Send your artillery to destroy the turrets on the bridge. Send your troopers and mech destroyers to protect your artillery. Rogoe sends his artillery and troopers to hit you from the east and his frigates and destroyers to hit you from the north.

For lack of any better weapons, Rogoe tries to stop you from entering Spearhead with frigates. Your troopers and grenade troopers can easily clear these pests from the bridge.



Tip

At this point, Rogoe can no longer go on the offensive. His forces have been reduced to turrets and ships.

You could continue throwing artillery at Rogoe. If you have a Tech Level 3 society, you could train artillery to win. However, it takes a long time to win this way. Along with turrets, Rogoe has two fortresses on the far side of the bridge. For the firepower needed to gain entrance into Spearhead, either advance to Tech Level 4 and build a fortress near the ruins of Rogoe's Keep so that you can train cannons, or use the cannons and other weapons made by the Bongomeken Collective.

Using cannons, devastate Rogoe's turrets and fortresses from a very long distance. With the turrets and fortresses gone, use cannons or other units to blast through the double gates guarding the entrance to Spearhead.

Rogoe takes his security seriously. With four turrets, two fortresses, and a double gate, this town can keep Tech Level 2 armies at bay.

You find two more turrets guarding the outer corners of Spearhead. Blast them. Rogoe has also spiked the bay in the middle of his island with turrets. Destroy them, too. If you have met the Bongomeken Collective, you can see Rogoe's fortress hidden underwater in the middle of the bay. Blast it too, and the mission is done.

Ways to Lose

Despite his nasty reputation, Rogoe seems quite content to let you come to him. The town of Rogoe's Keep sends some squads up to harass you, but that stops the moment you invade. Sure, you can lose by sending Boss Gallo or Captain Marsune to fight alone, but you aren't likely to do that.

The only other pitfall in this mission is not being aggressive. Take the fight to Rogoe's Keep quickly, and Spearhead falls soon enough.

MISSION 4: DESPERATE ESCAPE

Why has the normally stolid Boss Nass chosen to wax nostalgic about dead ancestors? He hopes to follow Gallo's lessons of leadership and courage. After 3,000 years of living in Otoh Gunga, the town Gallo built over the ruins of Spearhead, the Gungans have been forced out by the Mackineeks, a Trade Federation invasion. Now Boss Nass needs to find strength and decide on a new direction.

To do this, and to meet up with allies he hopes will provide him an army, Boss Nass goes to the Gungan Sacred Place, a large lake framed by Gungan monuments. Of course, because this is the beginning of another level, he does not go up alone. He starts this level

with three advanced frigates guarding two transports on their way to the Sacred Place. Boss Nass and three repeater troopers are in the transports.

To get Nass to the Sacred Place, steer him due north, straight up the river. Five enemies hide in the waters that Boss Nass must travel on the fog-darkened map. You can only avoid one of them, but you can minimize the damage you take by moving slowly along the side of the river so that you see them before they see you.

Group Boss Nass's boats and choose the box formation so that the frigates lead the way. Sail toward the left shore of the lake, then proceed slowly north along the shore. You run into a Trade Federation frigate as you reach a delta leading to an inland channel. Have your frigates sink this boat.

Two sea monsters called coto clawfish await you as you move up the channel. These big eel creatures attack your boats, so have all three frigates blast them—it takes three rounds from each to neutralize the beasts.

There are no safe landings along this channel. You must sail all the way to its end, then drop Nass and company at the very end of the waterway. There you meet up with locals who lead Nass to the Sacred Place. After a short scripted event, they swear allegiance and turn over their troops. This increases your army with 10 repeater troopers and two heavy mounted troopers.

You're then told that the Trade Federation has invaded to the west. Group your soldiers and send them down the trail to the west. You pick up two more troopers as you proceed down that trail. Shortly after meeting the second new recruit, you enter a clearing. Proceed slowly. A Trade Federation sentry post sits at the front of the clearing, and a second one is just off to the right. Three battle droids guard this area. Locate them, blast them, and demolish their buildings—a power core, a troop center, and two prefab shelters.

Once you have destroyed the buildings, Boss Nass informs you that someone new has entered the swamp, and your mission suddenly takes a hard knock to the right. Five of the six civilizations in this game have their own sets of missions, except the Naboo. Now that Nass and company have retaken the Sacred Place, the mission becomes all about the Naboo.

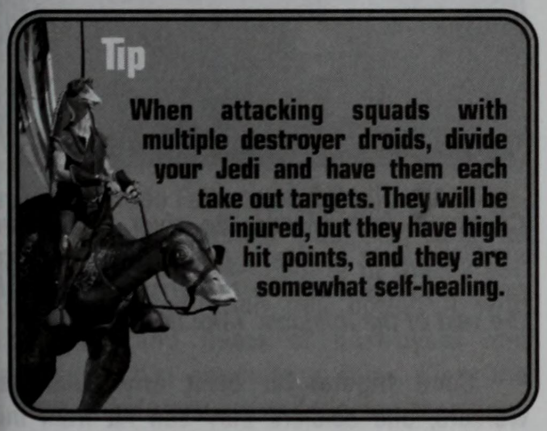
Once Boss Nass reaches the Sacred Place, a small group of soldiers joins his cause.

The Trade Federation has trapped Queen Amidala and an all-star cast of personalities near the right corner of the map. The fog covering their party automatically evaporates, and you now control two new repeater troopers, a medic, Qui-Gon Jinn, Jar Jar Binks, Obi-Wan Kenobi, Anakin Skywalker, and Captain Panaka.

The objectives change: Find a way to deliver this crew to Boss Nass. You could pull a worse duty than taking intergalactic celebrities for a tour of the wetlands, but you have a tough haul ahead. Amidala, Anakin, Panaka, and Jar Jar may want to fight, but they dish out more than they can take. They have low hit points and reasonably high aggression. Even worse, you lose the moment one of them dies. The only solution is to lead with your Jedi—Qui-Gon and Obi-Wan. You can also send your repeater troopers. They are expendable.

Begin moving west then south along the only path. A short way down this path, you pass a small lake guarded by two battle droids, a destroyer droid, and two repeater troopers. This is your warm-up event. Have most of your nomads attack the repeater troopers as your Jedi take on the rest, or play it safe and have the Jedi run up ahead, do all the dirty work, then send in the others afterward. Either way, take a moment for your medic to heal your team after the battle.

Your next battle comes shortly after you turn north. There you find five Trade Federation battle droids. Send in the Jedi, then follow up with a trip to the medic. The next ambush waits a little ahead, by a lake. This time there are three destroyer droids and one repeater trooper. Same drill—devastate, then return for healing.

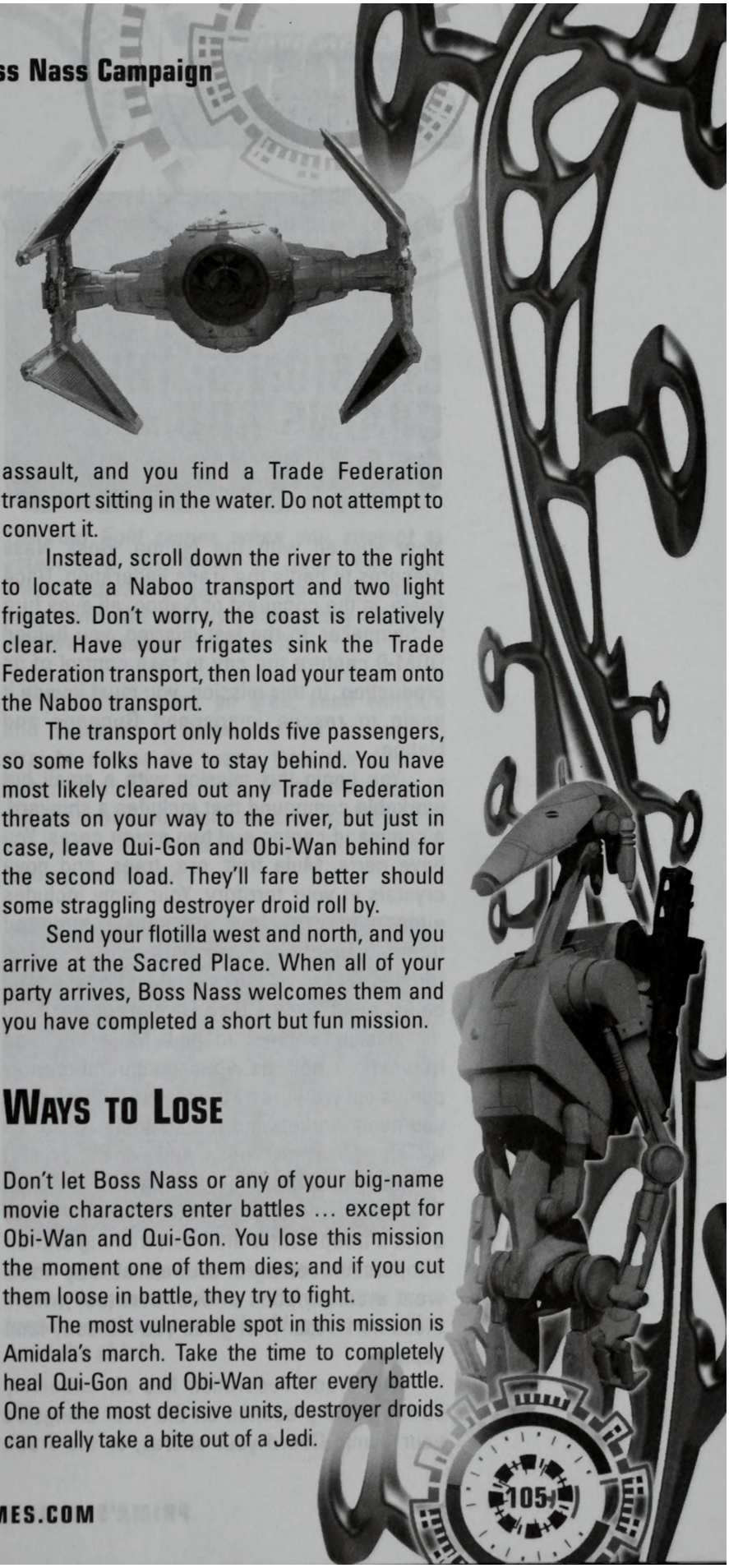


Tip

When attacking squads with multiple destroyer droids, divide your Jedi and have them each take out targets. They will be injured, but they have high hit points, and they are somewhat self-healing.

More ambushes await. Four heavy mounted troopers sit just past a break in the trees. If there is one ambush in which Amidala might be able to help, this is it. As your Jedi battle the bugs, Amidala and company can add some long-distance blaster assistance. Of all the ambushes, this is one of the weakest, but if a heavy mounted trooper gets past Qui-Gon, it could do some real damage.

One final ambush awaits as you move north, to a river. Survive this last three-droid assault, and you find a Trade Federation transport sitting in the water. Do not attempt to convert it.



Instead, scroll down the river to the right to locate a Naboo transport and two light frigates. Don't worry, the coast is relatively clear. Have your frigates sink the Trade Federation transport, then load your team onto the Naboo transport.

The transport only holds five passengers, so some folks have to stay behind. You have most likely cleared out any Trade Federation threats on your way to the river, but just in case, leave Qui-Gon and Obi-Wan behind for the second load. They'll fare better should some straggling destroyer droid roll by.

Send your flotilla west and north, and you arrive at the Sacred Place. When all of your party arrives, Boss Nass welcomes them and you have completed a short but fun mission.

Ways to Lose

Don't let Boss Nass or any of your big-name movie characters enter battles ... except for Obi-Wan and Qui-Gon. You lose this mission the moment one of them dies; and if you cut them loose in battle, they try to fight.

The most vulnerable spot in this mission is Amidala's march. Take the time to completely heal Qui-Gon and Obi-Wan after every battle. One of the most decisive units, destroyer droids can really take a bite out of a Jedi.

Though it is not as pivotal, be careful with the coto clawfish. They're no match for a row of frigates, but they are hostile.

MISSION 5: THE CHAINS ARE BROKEN

Now aligned with the Naboo, Boss Nass prepares to battle the Trade Federation. Once again, in the conquest of Naboo, all eyes turn to Spinnaker. In the last mission, you helped OOM-9 capture the city to take control of its production. In this mission, you must invade it again to rescue imprisoned Gungans and Naboo.

You begin this mission with a small but workable compound that includes a shipyard, a command center, and two power cores. You have nerfs, Muja fruit, ore, trees, and nova crystals in your territory. Your army includes eight workers, four advanced mounted troopers, eight heavy troopers, two advanced frigates, a heavy destroyer and a transport, all bound together in a Tech Level 4 society.

Assign workers to pick Muja fruit and harvest carbon as your command center pumps out workers by the dozen. In this battle, you need workers more than soldiers. Set up working carbon, ore, and nova crystal processing centers as quickly as possible. The Trade Federation sends fighters, so either erect a troop center and start training anti-air troopers or construct anti-air turrets. You'll want a combination of both eventually. Herd those nerfs, too. That gives you a steady food supply.

The Trade Federation has an extremely strong naval presence on the river alongside your camp. Guard your shores, or the Trade Federation will send frigates, destroyers, and even cruisers up the river. By placing troopers along the banks of the river, then clogging it with your own frigates, you close off this avenue. Begin sending utility trawlers to gather fish.

Now spread your influence. There's a small Trade Federation–held town just across the river to the west. Known as Camp 14, this is not a stronghold, but it occupies land with rich supplies of ore and nova crystals, and the Trade Federation will use it to launch an invasion of your camp if you don't capture it.

Camp 14, just across the river from your starting place, has more than enough carbon, nova crystals, and ore to carry you through the rest of the mission. Take it early.

Send frigates to blast any buildings, workers, and soldiers they can hit from the shore. This is like kicking a nest of wasps. Trade Federation units swarm the shore. Counter with frigates, turrets, and artillery, and you'll exhaust the Trade Federation's land effort. Now load a worker, artillery, and heavy mounted troopers onto your transport and send them across to the now-deserted shores.

Camp 14 includes a power core and a command center. Have your artillery attack the power core first, then the command center, while your other units attack everything else and stay out of range of the

command center cannons. While your cleanup crew clears Camp 14, have a worker build a command center. Your new version of the camp should include multiple power cores charging troop centers and a fortress. Place the fortress near the water so that it can protect against Trade Federation fighters and ships.

You aren't building this fortress for protection. This structure provides you with the biggest gun of all, a cannon. You encounter your first prison just south of Camp 14. It has a fortress, turrets, and prisoners. Use your cannon on the turrets and fortress, but keep it far from the prisoners. If it blasts the prison walls, the "splash damage" of its shelling will defeat the units you hope to save.

Have your artillery and grenade troopers free the prisoners. The group, which includes repeater troopers, heavy troopers, and an elite crusader, make a useful fighting force.

While your cannon, artillery, and troops free the prisoners, train workers in your Camp 14 command center. Assign them to harvest the ore and crystals. Have others erect anti-air turrets and quickly train five or 10 anti-air troopers. Trade Federation fighters will come.

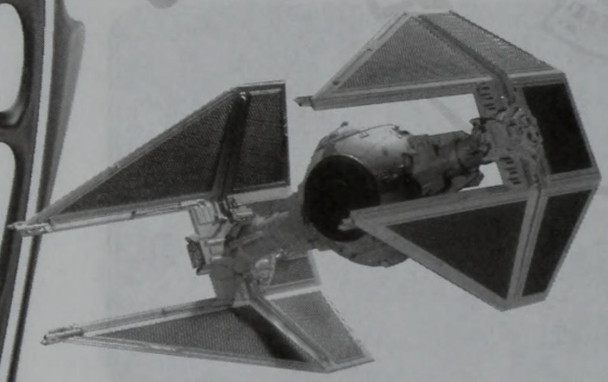
Once you control Camp 14 and its adjoining prison, take control of the harbor. The Trade Federation has dotted it with shipyards, and fleets of destroyers and frigates wait to attack your ships. Clear the harbor with destroyers and frigates, then send cruisers to clear out the turrets, shipyards, and any other building that comes into their long range. Be sure to include three or four anti-air destroyers, too, because the Trade Federation sends fighters and bombers.

With the battle for control of the harbor, you begin the crucial war. The Trade Federation throws everything into protecting its shores. Destroyer droids and cannons patrol the wharfs, fighters pour out of the sky, even assault mechs appear for this one. One of the reasons lies just inland. The Trade Federation has constructed a monument.

The real fight comes when you attempt to establish a beachhead on Spearhead. The Trade Federation has erected a monument here, and the mighty droid army will do whatever it takes to defend it.

Once you clear an area, send workers and soldiers in three or four transports straight across the water from the dock at Camp 14, and place them on the west side of the channel. Find a landing area at the end of two docks. The Trade Federation attacks your landing unendingly.

Once you land, have frigates hold off the enemy as your workers build a power core, turrets, and a power shield generator. You need the shield.

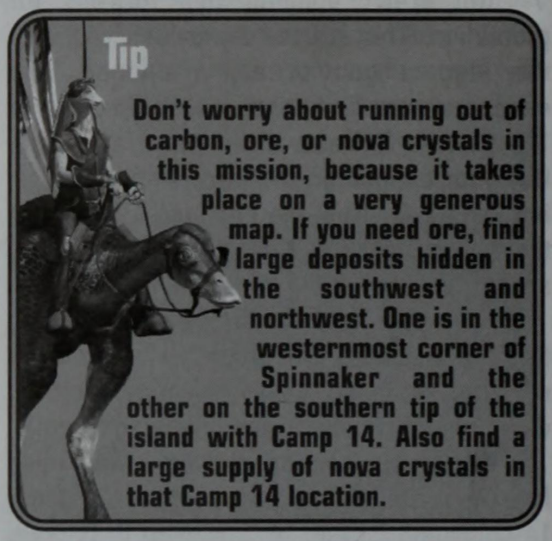


As you land, it seems as if the entire Trade Federation has come. Gather your frigates as close to your landing party as possible and have them guard the site. Assign your workers to build a power core, turrets, and a power shield generator as quickly as possible. Then build more turrets, another power core, and another shield. At the same time, continue pummeling the docks with your cruisers. This barrage wears the Trade Federation forces down long enough for you to build a new force on Spinnaker's waterfront.

Now that you have established your hold, build out. Add more turrets, or expand using strike mechs and repeater troopers. Your allies allow you to train fighters and bombers. Use these units to clear out enemies, then send pummels to destroy buildings. Then assault to taste.

Spinnaker has a channel running across it diagonally. The bridge was destroyed and appears only as an uncrossable ruin. This channel works in your favor throughout the rest of the mission because it cuts the Trade Federation's forces in half. Your frigates and destroyers control the sea. With your cruisers patrolling the coast, the Trade Federation cannot build a shipyard to challenge your authority, and your anti-air destroyers and turrets have blocked off any chance of a fighter response.

It's time to enter the last phase of this mission. Assemble as many workers as you can and erect a Gungan monument between the four markers that designate the spot where the Trade Federation monument stood. Finish that monument, and you complete all of your objectives.



Tip

Don't worry about running out of carbon, ore, or nova crystals in this mission, because it takes place on a very generous map. If you need ore, find large deposits hidden in the southwest and northwest. One is in the westernmost corner of Spinnaker and the other on the southern tip of the island with Camp 14. Also find a large supply of nova crystals in that Camp 14 location.

Ways to Lose

The Trade Federation will take over your camp if you let your guard down. Protect your shore right from the start; the Trade Federation has a strong navy.

Allow Camp 14 to gain power, and that will come back to haunt you, too. Eliminate smaller enemies quickly, before they expand. Camp 14 is a pushover early on. But its grounds include large supplies of all the minerals. Either take those resources from them or let them use them.

The greatest danger comes from a slow start. You need thousands of units of ore, carbon, and nova crystals to take control of the map. And after that, you need thousands more to erect your monument.

NOTE

Note the exact location of the Trade Federation monument. You don't want to build your monument in the wrong spot.

MISSION 6: THE LIBERATION OF HARTE SECUR

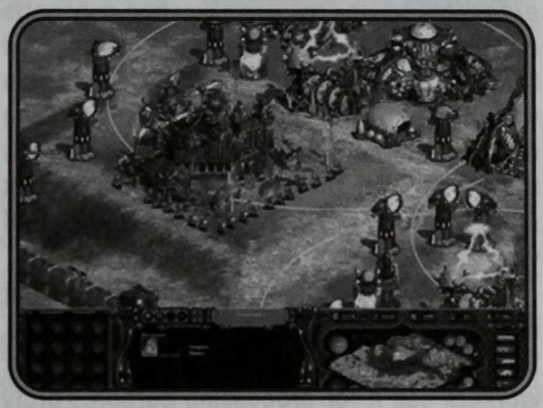
Boss Nass is a very complex guy. Having saved his town, he now sets out to save his native animals. It seems that the Trade Federation has captured the fambaa and herded them to Camp 6 where they will be eliminated. Boss Nass wants to save them and incorporate them into his army as fambaa shield generators and heavy assault mechs.

As real-time strategy missions go, this one offers an interesting mixture of civilization building and goal-oriented attacks. You aren't simply building up to dominate the map. The build-up lets you make a rescue.

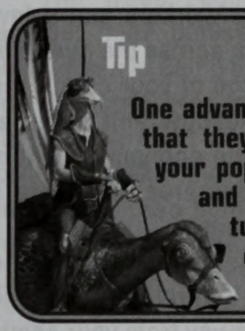
You begin with a large Tech Level 4 camp populated by five workers, eight repeater troopers, five heavy anti-air troopers, five advanced mounted troopers, and a scout. Your primary objectives include rescuing the fambaa and keeping Boss Nass and Captain Tarpals alive. Your other assets include nerfs and an amazing number of nova crystals scattered around your campsite. This means that the Trade Federation has an even bigger camp, of course. It also means that they will attack quickly.

Though they wage an aggressive war with bounty hunters, fighters, and ships later, this first attack is just to make sure you're awake. Trade Federation mounted troopers, a few fighters, and troopers try to cross the ford directly south of your command center.

You have 350 units of ore. The easiest way to repel this attack is to quickly send workers to construct three turrets—two regular turrets and one anti-air. This entirely cleans out your ore supply, but it gives your army an early edge.



The first battle in this mission comes quickly, and right on your doorstep. Chase the Trade Federation invasion by throwing units at them or by using turrets.



Tip

One advantage to using turrets is that they do not count against your population. As you expand and fill the map, these first turrets still guard against enemies slipping around your flanks.

Your turrets and repeater troopers thin the Trade Federation's troopers and mounted troopers as they move across the ford. Place your heavy anti-air troopers all along your shore. They require multiple shots to down fighters and usually lose should they try to destroy a fighter on their own.

As you beat back the invasion, make sure to get your camp going. Build droves of workers. In this epic mission, you can easily

find tasks for 30 or 40 workers. Have your labor force go after the Muja bushes and ore first. The ore enables you to build turrets and walls, and the fruit lets you train more workers. Build an animal nursery and herd in your nerfs.

Once the first invasion is complete, start expanding south and west. You find only nerfs and a small grove of trees on the hill-covered island to the west, but adding the animals into your nursery beefs up your food supply. The real benefit from taking control of this island is that it cuts off the map. Your encampment stretches from the west wall to the east, and your enemies can attack only from the south.

To take the western island, send your heavy troopers and a worker to that island. Build a command center and have your workers use it for processing carbon. Fortify this island with anti-air troopers to protect against fighters. This is also an excellent spot to build an airbase. The Trade Federation may try to destroy the base when they discover it, but they have no interest in taking the island once you make your next move.

Take a team of four workers and a few anti-air troopers and hike across the river that runs along the south edge of your camp. You cross a large grassy meadow and arrive at another river. There's little economic point in building a shipyard in this area, but there it makes sound strategic sense.

This spot is the center of the map and the hub of the river system. Control this spot, and you shift the war south, away from your camp. So build a shipyard and choke the river with frigates, destroyers, and an occasional anti-air destroyer. Though you start out pitting your frigates against Trade Federation ships, your ships soon battle mounted troopers, troopers, and pummels. The Gungans have a good navy and you will win these battles.

While the island you just took has little economic value, the next island south has a large stash of nova crystals. The two islands to the east of that island have hordes of ore. Get four workers south to that next island. You don't need to make a transport because all these islands are connected with land bridges. Have your workers head east, then south to find bridges to the next island.

Build your compound by the stash of nova crystals, about halfway down the island. The navy you developed in the stream to the north can protect both your new and old campsites. The Trade Federation has a stronghold with a fortress on the southern end of this island. Attacks will come soon.

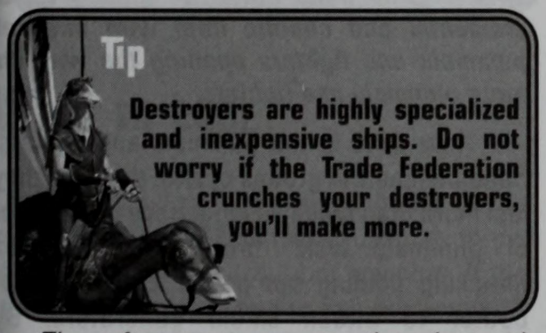
And now history repeats. You have inventory and a small group of men, the Trade Federation is about to invade, and you must decide whether to defend your land with mechs, troopers, or turrets. Using a combination of turrets, frigates, and fighters is an expensive route, but it enables you to bleed the Trade Federation dry. Finding you on its island, the Trade Federation sends a steady stream of units to evict you. With turrets, frigates, and fighters, you automatically wear down any small- or medium- sized invasions. Make a web of five or six turrets laced with anti-air troopers and ships.

Of course, you cannot share an island with an enemy fortress forever. In this mission, advanced cruisers offer the best attack against fortresses. The long-range cannons on the advanced cruiser prove perfectly suited for bombarding buildings from lakes

and rivers. At least, cruisers are suited for that action as long as they are accompanied by a posse of frigates and anti-air destroyers for protection.

A recurring theme in this mission is matching units by range. Advanced cruisers match up well against fortresses and turrets.

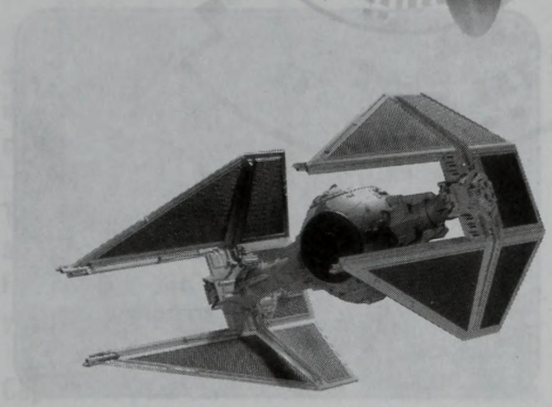
Send your cruiser armada down the right side of the island. Send four destroyers down the left side of the island. The Trade Federation sends frigates to attack your cruiser. Have your destroyers waylay the frigates as they come down the lake.



Tip

Destroyers are highly specialized and inexpensive ships. Do not worry if the Trade Federation crunches your destroyers, you'll make more.

The safest way to arrange the advanced cruiser fleet is to select one cruiser as your lead ship, then assign your frigates, anti-air destroyers, and destroyers to guard it using the "Guard" button on the interface. This way the other ships cluster around your cruiser and concentrate on protecting it rather than



looking for enemies to attack. Move slowly down the river. When you see the fortress, click on it and your cruiser attacks from the farthest possible range. Once you have razed the fortress and any buildings around it, send down a worker to build a new shipyard. You won't believe the great fishing you've gained.

As you wage war to control the map's center, free the fambaa. By freeing these imprisoned animals, you unleash a decisive new technology that helps bring this mission to an early close.

The Trade Federation has placed the fambaa, huge dinosaur-like creatures, in a holding pen in Camp 6. Look at the mini map to see a lighted area near the map's western corner. You don't need to send in a strong force to make the rescue. Simply send a bomber and two fighters. Guide your fighters down, making sure to avoid any anti-air turrets, though there should not be any such dangers early on. Once they arrive, have your aircraft attack the wall of the pen and blow a hole in it.

The fambaa listen to your commands, but you must communicate with them one at a time. Click the first fambaa and steer him out of the pen and south, to the map's edge. Repeat this with all of the fambaa. Then steer them all right, to the edge of the river. Then, still clicking them one at a time, use the mini map to send them back to your original camp.

The fambaa are not as dumb as they look, but they are stubborn. To get them to follow your directions, give directions to each fambaa individually.

With the fambaa safe, have your fighters ravage Camp 6. Shoot the workers and the battle droids. Take out everything walking, then send your attack wing to demolish the command center. This cripples Camp 6's ability to retaliate.

Now that he has his fambaa, Boss Nass wants to give the Trade Federation a little taste of what his Grand Army can do. Boss Nass gives you fambaa shield generators (mobile shield generators with a smaller radius than stationary ones) and assault mechs (fambaa with big cannons). He wants you to enter Harte Secur and destroy its command center.

As usual, the command center is in the farthest reaches of the map. In this case, it's in the southern corner, hidden behind two fortresses, both of which are protected by shield generators. The entire area is surrounded by thick walls and studded with anti-air and medium turrets. In truth, cool as they look, fambaa shield generators do not offer enough protection to be worth the trouble. This is a job for fighters, bombers, and pummels.

Send your fambaa army along with several workers down the same side of the same river that they traveled during their escape from Camp 6. You find a bridge leading across the river to giant arch near the map's bottom. Set up a fortified camp across the river from that arch. Build a deterrent, turrets or soldiers, to stop raids from across the bridge. Next, erect a power core, a heavy weapons factory, and an airbase.

The next part is expensive and tricky, but fast. Create 10 pummels, three artillery, and a large wing of fighters—15 if you have the crystals. (You should have more than enough nova crystals; they were all over the map.) Use your artillery and fambaa units to pound down the gate and destroy the closest turrets.

This mission boils down to fighting in its elemental and chaotic form with lines of pummels and fighters opening the way for more pummels and fighters.

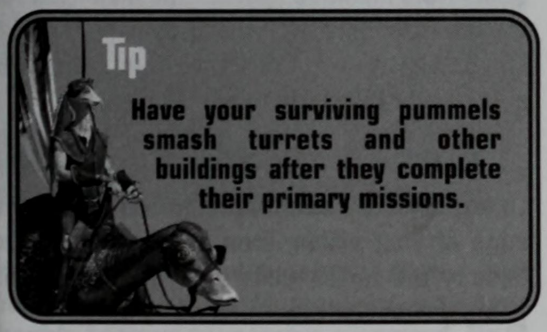
Now send in the pummels and fighters. Send pummels in groups of two; that way they last more than twice as long. Have the first set of pummels walk through the complex attacking nothing but power cores. Do not bother to attack shield generators. By destroying all of the power cores, you shut off the generators.

The Trade Federation sends fighters, mounted troopers, bounty hunters, and legions of troopers to stop your pummels. That

is where your fighters come in. Have your fighters defend your pummels. This is challenging, as multiple anti-air turrets dot the grounds. Select angles that let you defend the pummels while avoiding turrets.

If your first team of pummels manages to destroy all of the power cores, have them begin bashing anti-air turrets. This makes the field far safer for your army.

Send your second pair of pummels as soon as your first pair clears the first power core. This lucky team gets to attack the three troop centers on the way to the back of Harte Secur. Send your third pair of pummels to destroy the fortress at the back of the city. Once that is out of the way, you have a clear shot at the command center. Now send everything you have after the command center. Once it's gone, you win.



Tip

Have your surviving pummels smash turrets and other buildings after they complete their primary missions.

Ways to Lose

This is the most serious mission thrown at you so far. The Trade Federation used to throw token raids your way, but not anymore. If the troopers and strike mechs can wipe you off the map in this mission, they will certainly do so. Make a strong stand and keep the Trade Federation out of your camp in that first invasion. If they get in, they can do enough damage to hamper your progress, and you'll be weak when they come again.

Should they break through your lines, be sure to garrison your workers. Wear down the invading army with a self-defending command center and troopers.

Also, don't wait too long to spread out. The Trade Federation actively harvests ore and crystals in this mission. Hide in your camp for too long, and you won't have the inventory you need to wage this war.

Finally, make sure to keep Boss Nass and Captain Tarpals safe. You lose if either of them dies, so garrison Boss Nass in your first command center and leave him there. (Tarpals is a mounted trooper, so he cannot enter buildings.)

MISSION 7: THE BATTLE FOR THEED (BONUS MISSION)

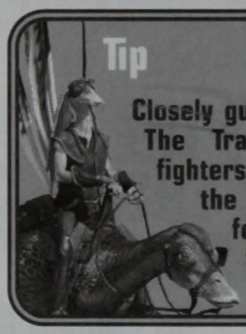
Dave Wolverton, author of **The Courtship of Leia**, wrote an essay in which he discussed stepping into a quicksand bog as a youth. The quicksand was shallow, so he was never in any danger, but he said he had to trudge through it little by little.

Despite the absence of quicksand, this mission reminded me of Wolverton's essay. This is an infinitely doable level, but you have to trudge. If you try to jump ahead, you leave yourself vulnerable.

Remember the OOM-9 mission in which you conquered Theed and built a Neimoidian throne in the courtyard of the Palace? That was some bombad karma mesa thinkin'. The creators of this game apparently believe that what goes around should come back to haunt you. In this mission, you have to retrace the Trade Federation's tank treads, battling through the city and eventually destroying the monument you built.

It gets worse! Not only do you have a fairly unimpressive army, but one of your soldiers is Jar Jar Binks, who you must keep safe throughout the mission.

Aside from Jar Jar and Captain Tarpals, the mounted trooper who must be kept safe, you can do what you like with the rest of your fighting force. It includes one rather self-indulgent fambaa shield generator, two heavy assault mechs (big cannons on fambaa), two heavy anti-air mechs, one scout, three pummels, two medics, two heavy mech destroyers, and 12 repeater troopers.



Tip

Closely guard the anti-air mechs. The Trade Federation sends fighters to greet you. Without the anti-air support, your forces cannot defend themselves.

You begin this mission outside the gates of Theed, in the map's bottom corner. Destroy this gate to get in. Later gates open automatically. You could send your pummels to handle this gate, but the less you move in this mission, the better off you will be. Have your heavy assault mechs blast the gate open. Then have them blast the two mech destroyers the Trade Federation sends.

Constantly keep your forces together. They must travel slowly, in a tight knot, under the umbrella of the fambaa shield. You get into trouble if an enterprising Gungan runs ahead and attacks a Mech.

If your overly anxious stooge turns out to be a repeater trooper, let him go and hope that you can pull him in before he gets sent to the great swamp in the sky. Do not get distracted and forget the rest of the team. On the other hand, if Jar Jar, your anti-air destroyers, or one of your heavy assault mechs gets ahead of the pack, stop everyone else, regroup them and make sure they are on "Defensive Stance," then pray you can get your needed unit back before it gets squashed.

The folks at LucasArts made this mission a mirror of the OOM-9 mission. Just as the Naboo yelled "The Trade Federation Army has entered the gate!" for example, Trade Federation droids say, "The Naboo have entered the gate!"

You run into some troopers and a scattering of fighters, but the real damage comes in the forms of mech destroyers and heavy mounted troopers who come in close and breathe fire on your best units. If you keep your troops tight, they'll be safer under the umbrella of the fambaa shield generator. Shots from mech destroyers still take out your repeater troopers, but your assault mechs and strike mechs are fairly safe and relatively quick about dispatching the threats.

Once you enter the gate, your first test is a medium turret in the center of the main road. Lead your army north until the turret is at the edge of your vision, then send a pummel to destroy the turret while your assault mechs guard it from the rear.

Tip

If you are playing on Easy or Moderate, your heavy assault mechs can hit turrets and fortresses from outside their range.

Once you have destroyed the turret, proceed north. Expect to run into more Trade Federation tanks and troops at every block. They simply continue to trickle in. So does the occasional fighter, so keep your anti-air destroyers safe and ready.

After the turret, you pass two troop centers. Destroy them, and continue moving north until you reach the first bridge to the west.

Tip

The game does not randomly generate troopers and fighters. If you destroy all military buildings as you pass them, you prevent Trade Federation forces from coming up behind you.

With narrow streets, sharp turns, and bottlenecks such as bridges, you may have trouble keeping your forces organized. Try to keep your lead units under the shield.

As you may recall from the OOM-9 mission, there is a cul-de-sac just after the bridge. Lead your troops into this box and keep them along the southern wall. Here they have space to stay in formation, and your heavy assault mechs have an excellent vantage point for protecting your pummels as they go to destroy the fortress on the next road up.

Send two pummels for this job, and you have an excellent shot at getting both back with minimal damage. Send them out of the cul-de-sac and to the next road. You see the fortress on the north side of the road. Pummel it. Trade Federation mech destroyers come, but your heavy assault mechs can destroy them before they do too much damage to your pummels.

When the fortress collapses, you find two Naboo repeater troopers in its rubble. They join your cause. In fact, they champion it. There is a troop center and a Mech Factory just west of the fortress. Your new repeater troopers open fire on the buildings or cover your pummels.

With your heavy assault mechs guarding from a safer neighborhood, have two pummels attack the first fortress.

You see a spaceport just west of the fortress. The spaceport belongs to Naboo. Just above it, however, you find a turret and an airbase. Destroy the turret, then the airbase. Once the airbase is gone, you're joined by two Naboo fighters. A word to the wise: They will end up flamed if they go one-on-one with Trade Federation fighters, so keep them on a tight leash.

One thing the Naboo fighters can do, however, is take out troopers and mounted troopers. Send them across the next bridge and have them accost the soldiers just south of the other side, then bring them straight back. A good option is to assign them to guard your fambaa shield generator. That keeps

them close to your troops, and they do an excellent job attacking the units that pop up most.

Continue to destroy military targets as you see them. This includes the troop center where your fighters destroyed the robots. It also includes the fortress just a little south of that center, and the troop center just to the east of that fortress. Destroying this troop center opens a gap and lets you into the corridor through town that leads to the Palace.

Destroy this troop center, and you open a passage straight to the Palace and the Neimoidian throne.

At this point, the mission becomes more fundamental. Simply travel right up this diagonal. The gates all open automatically. Once you reach the final gate, deal with two troop centers, a medium turret and an anti-air turret. Have the rest of your company do this from under the protection of your shield while your pummels take care of the Neimoidian throne. Once they finish with this monument, the mission is done.

This monument should look familiar. You built it during your OOM-9 phase.

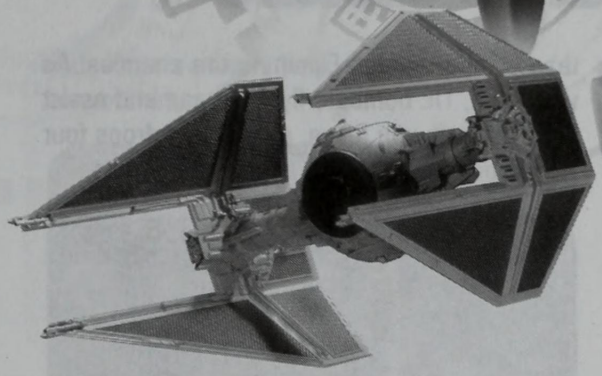
Ways to Lose

Obviously, you lose the moment Jar Jar or Tarpals get offed. So keep them safe.

You also hurt your chances by losing key units. Do not let your heavy assault mechs or anti-air destroyers meander from the pack. Do not take your eye off the group as you scout ahead. If some minor unit runs ahead and gets defeated, so be it. If an anti-air destroyer meanders off or gets left behind, stop everything, group your units in a safe-looking area, save your game, then return that unit to the pack.

Do this kind of mission on a step-by-step basis. It doesn't hurt to save the mission the same way—saving your progress after every key event.

After the Gungans save Theed, the Naboo and the Gungans become friends.



Chapter 10: The Darth Vader Campaign

In his missions, Darth Vader tries to strike back for the destruction of the Death Star. This is a different side of Darth Vader than the side shown in the movies. This fellow leads invasions on planets rather than sending others. He is a hands-on leader.

MISSION 1: INCURSION ON YAVIN 4

The Empire has discovered a Rebel Alliance leader named General Dodonna, whom Darth Vader blames for the destruction of the Death Star, hiding in the Massassai ruins on Yavin 4. Other Rebels have joined him on that jungle-covered moon. This is a homecoming for Vader—Yavin 4 is the location of an ancient Jedi city.

Your job in this mission is to guide Darth Vader, one scout, and 24 troopers through the jungles of Yavin 4 in search of Dodonna. This is a very straightforward, linear mission. Natural barriers such as foliage create a defined path that leads you to Dodonna and prevents wrong turns, for the most part.

Darth Vader and his Imperial Army begin in the southern corner of the map and move north. Group your forces and use them all at once. No need for surgical moves in this mission. Have everybody blast everything and you will be fine. In fact, as soon as you start your march, you encounter your first victim, a Rebel scout. Scouts scoot on and off the screen with great regularity in this mission. Defeat them all if you can.

Soon you pass three sentry posts guarded by five Rebel trooper recruits. The Emperor wants to destroy any evidence that the Rebellion ever existed, so take out the recruits, level the sentry posts, and continue along this path.

Next comes a fork in the road. Head east first. This takes you to a tiny base with little more

than a troop center. Eliminate the enemies. As you finish, TIE bombers fly overhead and assist you. Then, as you leave, a transport drops four heavy mounted troopers as reinforcements.

Darth Vader starts small.

Once you finish with this tiny extension to the Rebels' Falcon Base, go back to the fork in the road and head west. The path curves south and you encounter the rest of Falcon Base (several more troop centers and mech factories), a few more recruits, and more scouts. As you follow the road, you receive more reinforcements. This time the transport leaves two pummels and more heavy mounted troopers.

Now the road turns north. As you follow, you will catch glimpses of a passing X-wing. Fortunately, it does not attack you. Your next skirmish will be at Raven Base, a Rebel camp halfway up the northwest edge of the map. This lightly guarded base has three troop centers and a mech factory. For destroying these buildings, you receive more reinforcements, including two strike mechs.

General Dodonna is hiding in this pyramid. You cannot reach him, but if you destroy his missile turrets, he will be caught.

The road now cuts back across the map and heads for the northeast edge. After you cross a river, you come to a light turret. Send one of your pummels to destroy it. When you reach Dodonna's base, it's mostly deserted. A medium turret and many recruits guard it, but with such light resistance, Darth Vader's ever-growing army will not even break a sweat. Have two pummels destroy the turret, then set your army free to demolish everything else.

Dodonna has taken refuge in a giant pyramid. A hill around the building prevents your pummels from reaching it, but your objectives have changed. You discover missile turrets in front of the pyramid. Destroy the turrets to trigger a scripted event in which stormtroopers demolish the pyramid and dig a limp-but-alive Dodonna from the wreckage.

Ways to Lose

Tough level to lose. Vader could do this on his own. With 600 regenerating hit points, he can even take on the turrets.

MISSION 2: BREAKING BREAD

In chasing the Rebel Alliance from its last home, the Galactic Empire has forced its enemy into one too many hasty evacuations. Now, hurting for food, the Rebels have moved onto Reytha, the farming planet that provides the Imperial military with much of its food. Now Darth Vader must visit this sleepy little rock and wipe away the parasites.

NOTE

The towns in this mission form a ring along the perimeter of the map. None of them is precisely in a corner, so for clarity's sake, instead of constantly saying "northwest this" and "southeast that," I am going to describe locations as if they were numbers on a clock. Hence, the main Rebel base of Reytha Minor, near the northern corner of the map, is at 1 o'clock, and the Imperial town of Yeere, against the southeast corner of the map, is at 5 o'clock.

You begin this mission near an outpost of Reytha Minor, where a couple of Rebel trooper recruits and a worker wait to be slaughtered. Your opening forces include two probots, three strike mechs, two heavy mounted troopers, 12 troopers, one medic, and Darth Vader. Obviously, as always, your responsibilities include keeping Lord Vader safe. Take out the Rebels, then prepare for the next light skirmish.

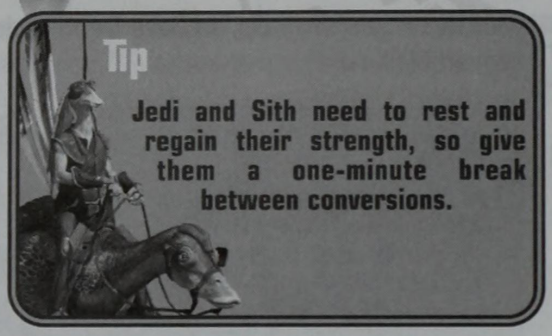
On the mini map, two lighted spots sit almost directly across the map from you, in the middle of the eastern half of the map. This is Teks, one of the Rebels' targets. A Rebel mounted trooper and a couple of lame recruits await, having positioned themselves at the outskirts of town. Send your army, but have it stop short of town. Adding a mounted trooper to your force can only help, so have Darth Vader convert him.

NOTE

At this stage, Vader is not a Jedi Master and can only convert certain units. He cannot convert heavy weapons, such as artillery, nor can he convert buildings. He can convert soldiers of nearly all descriptions, but he takes less damage converting units with close-range attacks, such as mounted troopers, from a distance. They generally join the dark side before reaching him.

Click this button and select a target, and Darth Vader will attempt to convert it.

To make conversions, select Vader, then click on the "Convert" button on the very bottom of the screen, near the left corner. Now, left-click on the unit you wish to convert, and Darth Vader begins swinging his lightsaber. It may look as if Vader is attacking the unit, but he is actually charming it. If the conversion takes, the unit changes color and follows your commands.



Tip

Jedi and Sith need to rest and regain their strength, so give them a one-minute break between conversions.

Have your troops dispatch the rest of the Rebels by the post, then enter the town and annihilate more Rebels. Target the mounted troopers first; they do the most damage if they get close. Then pick off the Rebel troopers. Now it is time to divide and conquer. Once you have cleared this town, post your men to guard its entrance and send Vader farther south. Using the clock analogy, send your troops to the seemingly abandoned town of Yeere at five o'clock on the map.

This looks like a demolished city. The walls are broken and many of the buildings are destroyed. The town falls under your command once Darth Vader enters it. You will find a few hidden workers if you look around, along with nerfs, Muja bushes, and moderate ore and nova crystal deposits. Buildings include a mech factory, a command center, a troop center, and an animal nursery.

Have the command center start cranking out workers as you send Vader to the east end of Yeere. He passes a small herd of nerfs, bringing them into your control. Select the nerfs and lead them into the animal nursery on the west end of town.

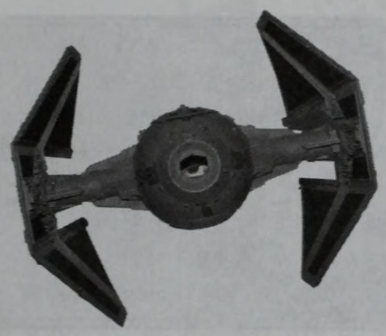
While you have been busy making jokes about the perfectly respectable profession of nerf herding, you may have heard a buzzer going off, warning you about attacks in Teks. Time for a little Teks support. While your newfound town trains its workforce and racks up mountains of food, ore, carbon, and nova crystals, send Vader and a worker back to Teks.

The attacks on Teks have come from Reytha Minor, the Rebel city to the north. It is a stronghold, so do not attack it yet. Instead of attacking, upgrade your forces to Tech Level 3, and have the worker you brought to Teks build a troop center and a mech factory. While buildings are under construction, send your existing troopers and strike mechs to Breeda, a town the Rebels captured in the west.

Breeda is not a stronghold, but the Rebels will fortify it if given much time. It is not on the edge of the map but lies inland at eight o'clock. Send your troops to the seven o'clock area so they can come in from the south. When they reach the staging area, select your strike mechs and have them slowly approach town. They come to a break in the trees where they run into two mounted troopers and a couple of recruits. Shoot the mounted troopers first as they charge, then take out the recruits.

Breeda is through these trees. Have your strike mechs and troopers enter town first and draw fire, then have your mounted troopers slip past the ruckus and head toward the east end of town. They come to a troop center. Leave it alone. Behind that, they run into a power core. Destroying the power core only takes a moment, but it has an immediate and dramatic slowing effect on trooper production. This allows you to send your mounted troopers to help dispatch remaining troopers. As you clear places such as Yeere and Breeda, take a moment to thoroughly sweep the area. You cannot finish this mission until every last Rebel military building and soldier is gone.

Now that you have liberated Breeda and Teks and restarted Yeere, concentrate on razing Reytha Minor. A true stronghold, this town has four medium turrets, a mech factory, two troop centers, and a command center. It is teeming with workers who garrison themselves at the first sign of trouble, so raiding the command center requires more force.



The technology tree in this level is locked so that you cannot advance beyond Tech Level 3. In Tech Level 3, you can create herds of mech destroyers and strike mechs. Put together a massive force with a mix of 20 mech destroyers and strike mechs, and upgrade them in your war center. Produce three or more artillery in your heavy weapons factory for your building crushing needs.

Reytha Minor is at the top of the map, in the 1 o'clock area. It has a wall blocking its west face, trees along its southern edge, and the edge of the map at its northern and eastern borders. You can attack only from the west. Two medium turrets guard the wall. Send your artillery to destroy the turrets and break a hole in the wall, and send your mech fleet to protect your artillery. Strike mechs, mounted troopers, and trooper recruits pour out of the gate. Have your mech fleet cut them down before they can defend themselves.

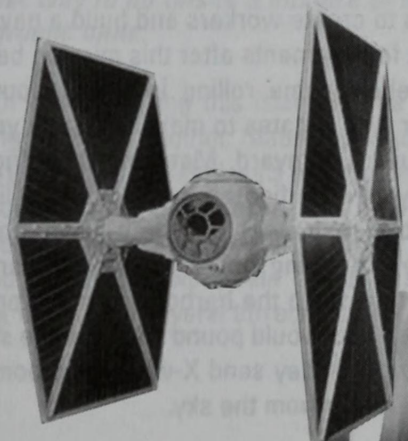
Once you have destroyed the turrets and created an entrance, move in. Divide your mechs and have one team scour the city destroying power cores to disable unit factories, while the other team destroys troopers and other units. In the meantime, have your artillery attack the troop centers, the mech factory, the command center, and any other military building. You win when the last military building falls.

The Rebels came to disrupt Imperial supply lines and steal food. A "Will Work For Food" sign might have been safer.

Ways to Lose

The Rebels in this mission show more concern about the eastern half of the map. Ignore Teks or Yeere for too long, and they will succeed in overrunning these towns. Even so, know that you can always send Darth Vader to convert a Rebel worker and restart your invasion by building a base in the west. With one worker, a carbon processing center, trees, and time, you can rebuild everything.

In other words, the only way to lose is to allow the Rebels to take out Darth Vader. Do not send him to attack Reytha Minor; if you do, do not send him to do it alone.



Not even Darth Vader is blaster-proof when swarmed.

MISSION 3: FIRE, WATER, AIR, AND WIND

Governor Belladar of Reytha is proving weak or disloyal, and people are leaving their farms. Some of the former farmhands have joined the Rebels on the Montrosa Islands. Your job is to capture the islands and eliminate the Rebels.

As the name suggests, you fight this mission on all levels. You have six TIE fighters in the air and 16 troopers, three strike droids, and two mech destroyers for ground fire. You also have two heavy mounted troopers, four anti-air troopers, and eight workers. Your first task is to create workers and build a navy.

A few moments after this mission begins, the Rebels come rolling into your southern harbor with frigates to make sure that you do not build a shipyard. Matching their frigates with your TIE fighters would seem like a sensible response, but they have anti-air destroyers hiding under the fog of war. You could give them the harbor and move on, but their frigates would pound you from the shore. Even worse, they send X-wings and bombers to pound you from the sky.

Tip

Whenever you send troopers to form a contested picket line, place one or two medics behind the line to heal your casualties.

You must take the harbor to get back in control. To do this, have your mech destroyers and troopers form a line along the shore. Send a worker to construct a shipyard in that defended area. The first five ships out of that yard should be destroyers, followed by three anti-air destroyers. You may not hold the harbor with such a small fleet, but you will certainly slow the Rebel advance.

Tip

The quickest way to get a toehold in the battle for ocean territory is to make a fleet of destroyers, a specialized anti-boat unit that is fast and cheap. Destroyers are cheap and resources are plentiful. Do not be afraid to flood the ocean with destroyers. Neither the Rebels nor the Imperials have good navies. Sink too many of their boats, and they will abandon ships.

This is one of those "how many balls can you juggle" type missions. As you rush to build a shipyard and launch a workable armada, you also need to train and implement 30 workers. Have them forage Muja fruit and harvest carbon initially, but do not wait long to send teams north to mine ore and nova crystals.

While building a shipyard was top priority, make your troop center number two on your list. The X-wings are coming, and they will pound you until you make sending them an expensive trade-off with little benefit. While anti-air turrets could best attack fighters, a platoon of 10 anti-air troopers guarding your western shore is a more affordable solution.

Continue to force the Rebel Alliance back and expand your territory in the water. The more you push them back, the more utility trawlers you can send out to catch fish. This mission's map is loaded with fish.

Your base is on an island in the eastern corner of the map. The Rebels have divided their forces between three islands in the other corners of the map. They are training ground units on the island to the north, which is connected to your island by two land bridges. Their air force is on an island in the western corner, and their navy is coming from the south. With your anti-air troopers neutralizing any air threat and your fleet of destroyers holding back their navy, the Rebels' army should be your biggest concern. You want to move north, they want to move south. Make your move first.

As you explore your island, you find deposits of ore and nova crystals separated by strips of trees. Send large squads of workers accompanied by strike mechs, and push north. When you come to deposits of ore or crystal, leave five workers to construct a processing center and continue pressing farther. Your island is connected to the next island by a wide ford. Move onto that next island for financial and strategic reasons.

While this little island does not have ore or nova crystals, a small land bridge connects this island and a small island to the east. This second island has large ore and crystal sites.

The strategic reason for taking this island has to do with controlling the map. The land bridge between your original island and little northern neighbor is too wide to defend effectively. A very narrow bridge connects that next island, and the Rebel Army has to cross it every time it tries to invade you. This narrow ford is a natural bottleneck that can be guarded with turrets. Controlling this bridge is the last key to sealing off the map. The Rebel Alliance will throw mounted troopers, mech destroyers, and uncountable streams of trooper recruits to take it back from you.

Because it is so narrow, the ford allows you to pin down Rebel units as they cross. The easiest way to do this is a mixture of turrets and ground units.

Of course, taking this island is one thing; holding onto it is another. Station your soldiers along this strip, and Rebel units will continuously pour out on them. Build turrets, and the Rebels will send artillery to destroy them. In the end, I placed a fortress, two shield generators, two power cores, and several turrets on the island.

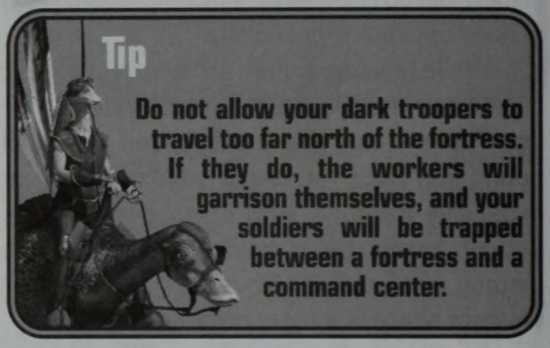
Protected by overlapping shield generators and with a worker assigned to repair them after every scuffle, these turrets play a decisive role in holding off the Rebels.

With a fortress nearby, dark troopers become the unit of choice for defending the land bridge and invading the Rebel base. By stationing a combination of dark troopers and mech destroyers in the protection of the shields, you create a durable barrier. They can cut down mounted troopers and other light attackers as they cross the water, and they are fast enough to respond should the Rebels send pummels or artillery.

And speaking of pummels and artillery, Darth Vader has not sent you to the Montrosa Islands to hold the Rebels at bay. He wants them out. Like you, the Rebels have placed shield generators throughout their land. The entrance to their base is protected by one. To kick them off the island, enter their base, but you need to create a safe way in.

Send a squad of 10 dark troopers to accompany two pummels to destroy the power cores charging the shield generator. Your units will be pounded by turrets as they enter the base, then bombarded by fortress fire and besieged by mounted troopers before they even set foot inside the walls. Even so, pummels make short work of power cores, even those protected by shields.

Have your dark troopers shoot any units that come to attack your pummels. When the coast is clear, have them attack R2 units. These can be quite an annoyance in this mission.



Tip

Do not allow your dark troopers to travel too far north of the fortress. If they do, the workers will garrison themselves, and your soldiers will be trapped between a fortress and a command center.

Send in everything you have once the power cores are destroyed. Have your pummels turn and attack the fortress. Turn your dark troopers loose to attack the troop centers and take out everything around them. Send in your mech destroyers and your artillery. With a sustained push, you will sweep the Rebels off the island.

Darth Vader congratulates you once you destroy the last military building on the northern island. In truth, having taken that island, you have the mission 80 percent complete. Vader also suggests you now show the Rebels the might of the Imperial Navy. Don't listen to him. The Imperial Navy is not so mighty in this scenario. It does not even have cruisers.

Instead of building frigates and destroyers, use your shipyards to produce a fleet of transports. If you have healthy heavy weapons units after the battle up north, load them onto the transports and send them to the western island. If your units took too much damage attacking the army island, send workers and build factories along the eastern peninsulas of the island.

Either way, this island is dotted with anti-air turrets. Do not send fighters. Instead, create a wave of mech destroyers and pummels, and spread across the island. Like the army island

this one has shield generators. By now you know the drill—power cores first, then everything goes. And when I say everything, I especially mean those R2 worker droids.

What do I have against R2s? You will find out on the last island.

In theory, you should be able to destroy the last island without landing on it. Your objective is to destroy every shipyard on this crescent-shaped island to demonstrate Imperial superiority. In truth, you need to land. The anti-air turrets make it impossible to attack from the air, and the medium turrets make it dangerous for ships to cruise its shores. Instead, find a quiet cove and land pummels and mech destroyers.

However, trying to destroy the shipyards is tough. Hiding under the cover of the fog of war, Rebel R2 units scurry around the island building new shipyards in spots where you recently destroyed old ones. Solution: Defeat the little R2s. It's also the last step in finishing this mission.

Ways to Lose

This mission gives you every opportunity to turn victory into defeat. You start out with what looks like an overwhelming force, only to discover it has an Achilles heel. You must get control of the water and cut off land invasions.

As always, you lose if Darth Vader dies. The easiest thing to do is to leave him down south, by your first base, as you spread north.

Though resources are plentiful on this map and turrets are useful, do not go crazy relying on turrets or any other single defense. The Rebels will throw a sophisticated offense in your direction. You will not be able to hold out against it adequately with a one-dimensional defense.

MISSION 4: AN EMPIRE'S FURY

Having just faced down a Rebel stronghold, Lord Vader now takes a bit of a breather. The planet of Zaloriis has not paid its tribute to the Empire, and Darth Vader flies to the planet to pay one of its ministers a visit. But Transe Decaar, the Zalorian whom Vader has come to visit, has plans of his own.

In a cinematic sequence, Decaar tries to ambush Vader. Thinking he has the drop on the Empire's Dark Lord, he declares independence. Then Vader uses the Force to choke him. Darth Vader's stormtroopers win a shootout with the Zalorians, and Vader sets out to find troops he had sent earlier that have been imprisoned. (The location of the imprisoned stormtroopers is lighted on both the mini map and the main screen.)

This mission begins with Zalorian minister Transe Decaar trying to capture Darth Vader during an outdoor diplomatic meeting.

This mission blossoms as it proceeds and distinguishes itself as one of the most innovative missions in the game.

After the cinematics, you may expect a mission that takes you all over the map. Not here. You can lead Vader to the prisoners as the mynock flies—just walk straight in their direction—they are only moments away. Even more surprising is that, with the exception of a few soldiers guarding the outside of the holding pen, nothing blocks your way.

"The world's shortest mission?" you ask. Think again. Once Vader frees the captured stormtroopers, they tell him that the Rebels have captured Colonel Veers and are taking him to Zaloriis City, where he will be executed. You may remember Colonel Veers. He led the Imperial Marines in the famous ice planet assault in *Star Wars: The Empire Strikes Back*. And you know what that means: If something happens to Veers, it changes the fabric of the *Star Wars* universe and you lose the mission.

Tip

As you rescue the penned stormtroopers, you may discover that a couple of banthas have joined your party. They were quietly grazing when Decaar ambushed, and since you were the closest living human after the scuffle, they have decided to join the Empire. Never look a gift bantha in the mouth. Take these beasts with you. They come in handy later.

As soon as the captured stormtroopers tell Darth Vader about Colonel Veers, a section of road lights up in the middle of the screen. You'd better hustle. The Rebels are not dawdling in executing this death sentence, and Veers vanishes once he enters the gates of the city.

Tip

You pass several soldiers on the way to saving Veers. Do not fight them. Just run past all challengers or you will not make it to Veers on time.

The way to Veers is straightforward. Just follow the path as it heads north and west, and you arrive in time to slay the Zalorian Militia guards and save the colonel. Do not try to outsmart the game by running to Veers without saving the troopers. Veers's march is triggered when Darth Vader speaks with the captured stormtroopers.

Now Veers has an errand for Vader. He wants to go to Fondor II, a large camp that is under attack. This time you head south to the bottom corner of the screen, where a fairly impressive city is under fire.

Eight Rebels (six trooper recruits and two mounted troopers) have entered the gates and are doing damage. Vader could handle them alone, but you might as well send your team. And while you're at it, have Lord Vader convert heavy mounted troopers along the way. He will be recharged enough to convert one in every skirmish, and they make a nice addition to your army.

So off to Fondor II you run, and hopefully you leave the town with one more unit than you entered with. Entering Fondor II, you discover a burning command center and a handful of Rebels. Take down the Rebels, and the city is yours. Unfortunately, you don't have any workers to use in the city, and you don't have any resources for training workers. No resources, that is, except those banthas you've been hauling all over the virtual creation. An empty animal nursery lies just north of town. Send your banthas into the nursery, and you will slowly begin gathering food.

But Fondor II is not the last stop on this whirlwind journey. Now that he has rescued Fondor II, Veer suddenly remembers that he has a prototypical super weapon that he wants to show Darth Vader, and yet another spot on the map lights up. This time it is Culroon, a camp in the northwest edge of the map. Though you obviously need to keep Veers and Vader alive, you must take Veers on this journey. Culroon will not open its gates until he arrives.

Tip

If you run out of scouts, use slow-moving banthas and nerfs to a strategic advantage. Simply send them anyplace in the map and follow their progress. They will join the civilization of the first unit they encounter, so you know they have run into an enemy when your domesticated farm animal spy disappears.

Once in Culroon, you discover the secret weapon—an all-terrain armored transport, AT-AT for short. One thing that has been sadly missing from the Darth Vader missions is the AT-AT, those huge machines that tromped across the icy plains of Hoth spitting lasers in *Star Wars: The Empire Strikes Back*. Along with your AT-AT, you receive a small army with five heavy mounted troopers, five repeater troopers (gotta love these guys), two heavy strike mechs, two heavy mech destroyers, and two anti-air mobile units. And, on top of everything else, you receive five workers and a good supply of food, ore, carbon, and nova crystals. With the addition of this army, your objectives change. The Emperor now wants you to punish Zaloriis City.

Once at Culroon, you see Veers's secret weapon—an all-terrain armored transport.

This is a good start for a small army, but don't get any big ideas of bringing this campaign to an early close. Zaloriis City has two fortresses, a row of turrets, and an airbase. Your anti-air mobile units will certainly put a damper on the Zalorian Air Force, but your heavy mounted troopers are no match for those turrets and the wall surrounding them.

Before you attack anybody, however, Veers has one more errand to run. He needs to take his AT-AT back to Fondor II for one final tune-up. In Fondor II, a paved area looks sort of like a parking lot with empty billboard signs around it. This is Veers's AT-AT research and development lab. Take the AT-AT there, and Veers can add some finishing touches to it.

Tip

Before you even leave Culroon, click on one of your workers, then scroll to Fondor II and assign your worker to repair the command center.

There's not much left to do in Culroon, but this sleepy little camp does have walls and lots of trees. Have one of your workers build a carbon processing center in the camp and purchase the carbon-collecting upgrade, then start back down the map to Fondor II.

Along the way to Fondor II, you pass a small pile of ore crystals. One of the characteristics of this mission map is that the mineral deposits are scattered and small. Though you can always live without turrets, they can play a decisive role in this battle. Assign one of your anti-air mobiles and a worker to stop at this location. Have your worker build a command center beside this ore. Next, have your worker build prefab shelters a little way south of the command center. By the time you are finished, your command center will draw enough attention that the Rebels will not even notice the houses. You need at least 10 prefab shelters to build your population to capacity. Also, note that your current population limit is 20 and your current population is 35. You accomplished this by inheriting rather than training your new army. You cannot train new workers or any other units until you have a sufficient number of prefab shelters.

NOTE

Skipping ahead for a moment: As your supplies and workforce increase, wedge two power cores between the trees and the ore. Next, build a shield generator. The Rebels may or may not notice this activity, but they will be more concerned about Fondor II than this waystation. Next, safe within the confines of the shield, assign several workers to build a row of six or seven regular turrets and two anti-air turrets. Assign one worker to each turret so that they all appear simultaneously. You do not want to call attention to this project before it is complete.

Tip

You already have a research center in Fondor II. Use it to upgrade your turrets to medium turrets and to research "Ion Accu-Accelerator" technology.

The Rebels may notice what you are doing. If they do, send two repeater troopers to help. Shooting from under the umbrella of the shield generator, these boys will be tough and deadly.

This little oasis in the Zalorian desert will work like poison against the game's AI. Rebel units pour out of Zaloriis City to try to rid the desert of this danger, but few will reach even your upgraded turrets, and the shield protects the structures against damage. This little strategy severely depletes the Rebel Army and makes it much more vulnerable to attack.

Once they notice your turrets, the Rebels will send every unit they have to destroy them. This wasted effort will completely drain their military.

The rest of this mission can go quickly, or it can drag on for hours, depending on your level of aggression. You currently have a Tech Level 3 society. Upgrading to Tech level 4 will help

considerably. You have the buildings to do this. All you really need is 1,000 units of food, 800 units of nova crystals, and a big enough army to defend yourself as you make the upgrade.

The largest supplies of nova crystals, carbon, and ore are back near where you landed. Send several workers to the prison along the southeastern edge of the map, then have them go south to the landing area, and farther south into the trees. A path through the trees leads to a doughnut-shaped clearing. In that clearing, await enough resources to carry you for the rest of the mission.

Now that you have the funding, it's time to build a conquering army. Good news—the Rebels have been so committed to pulverizing your desert turret station that they have thinned their standing army to the bone. Send three heavy pummels and three heavy artillery, with a squad of 10 repeater troopers plus five anti-air troopers to support them, and you can pound Zaloriis City into dust.

Tip

Remember to send medics with your invasion force. Always include medics.

Group your army in the clearing just north of Fondor II. If you have any remaining anti-air mobile units, add them to this army; the Rebels will definitely send X-wings and bombers. Once your forces are assembled, move toward Zaloriis City, a large target that fills the northern corner of the map. Your heavy artillery has great range of vision. You will see the Rebel turrets before they can hit your forces. Once the turrets come into view, park your army with your artillery in the front and your troopers behind to protect them.

Tip

If you are worried about being overwhelmed in this or any other invasion, you can always have a worker construct a power core and shield generator beside your army.

Have your artillery destroy the turrets. Most of whatever is left of the Rebel Army will rush out to defend the city. Your repeater troopers have no problem routing this force. X-wings fly out to attack, but your anti-air troopers and mobile will knock them out of the sky. Once the turrets are pounded, use your artillery to smash through the walls. Then, send in the pummels.

Even with two fortresses, the final battle in this mission seems anticlimactic. With so much of their army dead before the battle even began, the Rebels will be all buildings and workers. Your invading army should tear through the city in 10 minutes.

Under most circumstances, a town with X-wings, turrets, and two fortresses makes for a miserable assault. In this case, the battle is over before you know it.

Ways to Lose

This mission has three essential units that must survive—Darth Vader, Colonel Veers, and the AT-AT. Vader has 600 hit points, and he regenerates these points. Blizzard 1, the code name for Veers's AT-AT, has 330 nonrenewing hit points. It is no Sith Lord, but it does offer Veers additional protection. On the other hand, even though Vader suggests you take the AT-AT for a spin to Zaloriis City, you do not have to take his advice. The assault is more fun with the AT-AT, but know that you lose if it is destroyed.

Another concern is resources. The Rebels do not know about the big supplies near your starting point, so they try to monopolize everything else on the map. Be prepared to fight them for the resources.

Finally, the Rebels will try to attack you at Fondor II. At least they will until your turret station gives them an even more urgent target. Guard your city carefully and stay prepared for air assaults. Remember—the Rebel Alliance excels in air weapons.

MISSION 5: THE BATTLE OF HOTH

No secrets here; this may be the finest mission in ***Star Wars* Galactic Battlegrounds**. Not only does it entirely capture the feel of the cinematic battle upon which it is based, it also pits players against seemingly insurmountable odds, then shows them how to prevail.

Here's the setup. In this miniature version of the Battle of Hoth, the Rebels have divided their forces into five main bases. Some of these bases are lightly fortified, others seem near unassailable. As an errand boy for Darth Vader, your job is to lead an army through these camps.

If you are looking for a strong opening hand, this mission gives it to you. You begin your assault with three medics, four mech destroyers, two heavy pummels, four heavy artillery, eight heavy mounted troopers, six heavy strike mechs, five grenade troopers, 10 repeater troopers, three scouts, and a probot. You start in the north corner of the map and work your way southeast. Your first target is Echo Station 3-T-8, a skeletal base that will never know what hit it.

Inch toward it with your mech destroyers and strike mechs in the lead. When you see troopers, blast them, and the battle ends in a flash. With nothing more than a pair of turrets, two mounted troopers, and a handful of troopers, 3-T-8 is little more than a confidence builder.

In the far right corner of the map sits your next target—Echo Station 5-7. This pack of Boy Scouts has more firepower, but they should still be no problem, except that Echo Station 5-7 is the Rebel transport base, and as you approach it, Darth Vader informs you that the scum are preparing to leave. You cannot let them escape. So, this minimal tribe of defenders is your second enemy. Time is your nightmare. You have only a small window of opportunity, during which time you must crash through the Rebel defenses and destroy the three airbases at the back of Echo 5-7.

Forget about a genteel entrance and don't worry about the turrets at the front of the base. Stream your forces past them. On your way to the base, assign your mech destroyers and strike mechs to guard your pummels and artillery, then assign your pummels and artillery to the various airbases.

As the mission began, you may have noticed a lighted spot on the mini map. The Empire sent a probot to scout the airbases, removing the fog that shrouded them from your view on the map. Before entering the base,

scroll to it. Select your artillery, then scroll down to the first airbase and left-click on it. You have just assigned your artillery to attack it. Now select a pummel. Left-click on the second airbase, and your pummel will ignore all other distractions and take off after it. Assign your other pummel to take out the third airbase. If you go after the airbases one at a time, you won't get through all the airbases before the Rebels escape.

You cannot destroy the big ships in this base; they are for decoration. Once you enter Echo 5-7, have your heavy weapons go after the airbases and only the airbases.

Tip

Since time is the enemy in this assault, you may want to fight dirty. Hit the [Pause] button on your keyboard to freeze the game. Though the game stops, you can still give your units commands that they will respond to when you take the game off pause. Now take your time assigning your pummels and artillery their targets.

Don't worry about making a clean sweep at Echo 5-7. Once the airbases are gone, you don't have to destroy any more buildings. You won't pass this way again, so find your way around the turrets and get out of there.

Once you are out, you receive a handsome gift from Darth Vader in the form of heavy reinforcements. Along with whatever survivors you bring from the assault on Echo 5-7, you now have four more mech destroyers, five heavy anti-air troopers (protect these boys—as you may recall from the movie, the Rebels have speeders), eight repeater troopers, six heavy mounted troopers, and six all-terrain armored transports. That's right, you now have a fleet of AT-ATs.

Time to turn north and focus on the next historic base—Main Power Generator Base. As you may have figured out from the name, this base is the location of the main power generator. It also is home to a whole lot of turrets, troopers, shield generators, troop centers, mech factories, heavy weapons factories, and other nasty things.

This area has a back door. As with the last Rebel stronghold, the Empire illuminates parts of the Main Power Generator Base on your map. The main power generator is a huge shield generator on a butte in the center of the base. It is protected by overlapping shields.

The best approach for this attack is from the right. As you draw near the base, cliffs rise up on your right. You will also see turrets. Assign your mech destroyers and repeater troopers to guard your AT-ATs, then have your AT-ATs destroy the turrets from long range.

Tip

Place two or three anti-air troopers inside one of your AT-ATs, then hotkey that AT-AT so that you can bring them out quickly. Airspeeders attack from here on out.

Stay as close to the cliffs as you can. The bulk of Main Power Generator Base is on the left side of these cliffs. By staying on the right, you cut down the resistance and spare some of your units.

With your mech destroyers and repeater troopers on guard duty, have your AT-ATs attack the first turret on the butte, then the power core on the left side of the butte, and finally the generator itself. Once you hit it, the entire power grid shuts down.

Continue moving north. At the top of the butte, dozens of Rebel units accost you. Have your mech destroyers and repeater troopers pause to clear them as your AT-ATs take out the turrets guarding the ion cannon. You may also want to have your AT-ATs take a moment to help with the crowd control.

Tip

Commit all of your units except your anti-air troopers to stopping this Rebel rush. Your medics will run around healing units, and your heavy mounted will do a good job slithering up to troopers and frying them. You will take casualties, but this opens the way for you to move on.

Just like the movies! Here is the ion cannon, the big gun pointed to the sky and beating the hell out of the Imperial cruisers.

As your AT-ATs approach the ion cannon, shoot the power core beside it. Then blast the cannon itself. It breaks up pretty easily. And once it is gone, Darth Vader accompanies another attachment of reinforcements. They land in a canyon west of your present location.

For your next trick, you go up against a fortress. Don't worry; the guns on your AT-ATs will also outshoot this big dog. In fact, the only weapons with better range in this mission are a couple of advanced turrets guarding part of Echo Base. Once your mech-guarded AT-ATs have dashed the fortress, head west along the ridge to the opening to the canyon in which the new reinforcements wait. With the obvious exceptions of turrets, power cores, mech factories, and troop centers, do not bother shooting the other buildings you pass.

In fact, turrets become the new order of the day. The main part of Echo Base lies just west of the canyon in which you meet up with your reinforcements. This base is guarded by a wall, which, in turn, is guarded by two amazingly powerful advanced turrets. Work your way around these turrets by blowing a hole in the corner of the wall and running in. The turrets will thin your forces as you enter the base, and the base has fortresses.

Interestingly, you do not need to enter this part of Echo Base to beat this mission. Group all of your forces, putting as much firepower in support of your AT-ATs as possible. Now head straight south from the mouth of the canyon. You come to a medium turret. Destroy it. Next comes a second medium turret. Destroy it. Troop centers lie to the west. Destroy them, too. Sooner or later, this ignites a maelstrom in Echo Base, and every available unit charges out to attack you. They charge right into your blazing blasters.

With your troops fighting to protect your AT-ATs, push forward to a fortress. Destroy it and the troop centers around it to win.

View this ice mountain station by braving the advanced turrets guarding the north side of Echo Base.

Ways to Lose

You lose if General Veers's AT-AT gets destroyed. In other missions, leave him behind. In this one, you want his firepower. You also lose if Darth Vader gets taken out.

The list of ways to lose in this mission includes taking too long destroying the airbases at Echo Station 5-7, neglecting your anti-air troopers, and getting picked off by a speeder. The speeders in this battle do not pack tow cables and will not trip your AT-ATs. They will, however, harass you incessantly until you shoot them down. And if you have allowed the Rebels to defeat your anti-air troopers, you have to put up with speeder attacks until you get your final reinforcements.

You will lose any units you send against the advanced turrets that guard Echo Base. The turrets have the bearings upgrade and have no minimum range, but even Darth Vader can run back and forth, attack and heal, and get them.

MISSION 6: CLOUD CITY ATTACK (BONUS MISSION 1)

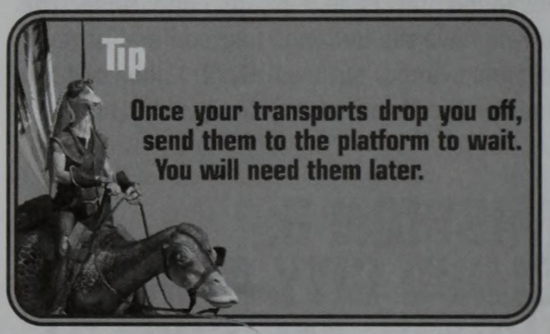
Cloud City Attack pleasantly begins with you having a large wing of fighters and loaded transports. You are going to capture Lando Calrissian's Cloud City mining platform. No problem.

Fly a few of your fighters south along the left edge of the screen. You see lots of pretty clouds, and you run into a small platform floating off the edge of Cloud City. This is your training run. Capture this platform to get a view of what you have ahead of you.

NOTE

Watch out for anti-air turrets such as the one at the west end of the platform. The rows of gray storage containers contain food, ore, carbon, and nova crystals. You do not mine in this mission; you destroy storage sheds. The sheds have nearly 900 hit points. Busting your way through these babies takes time.

Once you capture the platform and get a taste of how to run this mission, proceed north along the left edge of the screen to Cloud City. A small pocket of the map becomes unfogged. Fly directly to it. Do not veer. The eastern edge of Cloud City is lined with anti-air turrets. You veer, you die.

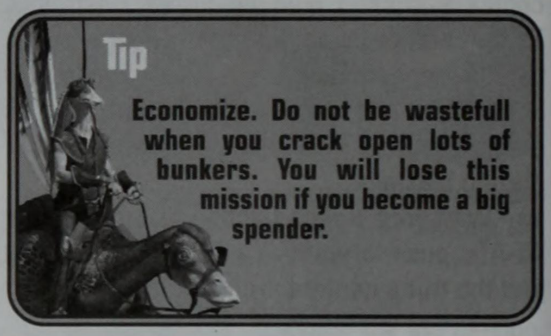


Make a quick landing, fighting all the way. When your units get unloaded, have your workers construct a fortress.

Unload your transports in the lighted area, and assign your workers to build a fortress. Be alert—two-thirds of Cloud City is about to descend upon you. Garrison every unit you can. Duck and hide until this first attack wave subsides. There will be more.

Once you get a brief break, scour the area around your fortress to locate two storage bunkers to the west and six to the east. These bunkers not easily destroyed, and they do not hold an overwhelming amount of materials. Spread out, looking for more storage, then rush back when things get hot.

Build a power core and shield generator beside your fortress. This doubles its strength, and it also gives you more safe area in which to work.



This mission forces you to think in combination moves. Fighters and bombers are useless in the first part of this mission—all of Cloud City is studded with anti-air turrets and fortresses, and the huge armies guarding the city include a sprinkling of anti-air troopers. But the Cloud City arsenal also includes several airbases. Their pilots do not have to worry about being shot down by the dozens of anti-air turrets arrayed everywhere, and their huge air force neutralizes slow-moving heavy weapons. So, pummels are out.

Don't flood the place with troopers and anti-air troopers, either. Calrissian and company have a vast and well-balanced army. You come with troopers, he comes with fighters. You add anti-air troopers, he adds strike mechs and mech destroyers.

Two types of units are effective, but expensive in this situation. The first is cannons. With their long range and huge blasting power, cannons can clear out nearby turrets and factories from inside the circle of a shield. This is not a perfect solution. It is expensive, but not as expensive as throwing away mech after mech.

The other unit that proves successful is the AT-AT. It costs a ton of crystals and folds quickly when attacked by X-wings, but it clears out anti-air turrets, storage bunkers, and power cores well. In the beginning of this mission, you are doing well if your units earn more resources than they cost to make.

There is no secret for an easy victory on Cloud City, but the following suggestions will give you a stronger stance. First, Cloud City is divided into thirds. Indestructible walls run parallel with the northeast edge of the map. These walls impede your progress, but they also limit the number of enemies you have to deal with at any one time. The westernmost wall runs the entire length of Cloud City. The next wall runs half the length of the city.

This gives you an opportunity. From your first landing point, cut diagonally toward the extreme northern corner of the map. Cut a swath across the map to isolate and eliminate enemies in two vectors: those to the north and east, and those to the south and west.

Your diagonal offensive can only go so far. It allows you to cap off the Rebel forces between the full wall and the partial wall. You can now go out and clear more territory. Depending on your supplies, you probably want to target power cores first. Destroying power cores cripples the Rebels' unit production. Once you destroy the cores, go after the factories. If you are low on resources, however, go after storage bunkers first, so you can rebuild your army. Your final target is turrets. Once you clear out the anti-air turrets, you can use fighters and bombers more effectively.

The good news about Cloud City is that the Rebel Alliance does not have any workers. Destroy a factory or a turret, and it stays destroyed.

Tip

Set turrets to guard your bases. The invasions never stop until you clear entire sections of each map.

And now a word about objectives. Darth Vader wants you to seize and protect the six gravity generators that keep Cloud City above the clouds. The generators look like thick antennas. Each one is surrounded by two anti-air turrets and two standard turrets.

Capturing these generators will not be enough. Once you capture a generator, the Rebels will try to destroy it.

Tip

As long as one of the turrets surrounding each generator remains, neither Vader nor the Rebel Alliance will credit you with having captured the device. Leave one anti-air turret standing when you capture each generator. Once you accomplish the other objectives, send an AT-AT to destroy the final turrets. That way you will not waste resources protecting captured generators.

The Rebel Alliance has constructed a command center near the northern edge of the map. One of your objectives is to destroy this building.

You need transports to get to this part of the building. Like the Rebels, your units cannot cross the walls that divide the city in thirds. Start your invasion by placing units along the wall to clear a landing area. Then use your transports to drop AT-ATs. These beasts can clear an area pronto; keep some anti-air protection nearby.

The Rebel Alliance has erected a monument on the surface of Cloud City. This monument is surrounded by anti-air turrets, so send in AT-ATs or other ground units to get to it. Vader wants it destroyed. This is where conservation comes in. Once you destroy the

Alliance's monument, Vader tells you to build one for the Empire. You need 3,000 units of carbon, ore, and nova crystals.

Gravity generators have four turrets protecting them. Destroy three of those turrets and leave the fourth until the end of the mission. Destroy that fourth turret too early, and you will spend more time defending the gravity generators than you spent capturing them.

Do not start construction on your monument until you have control of that last part of the map, and build the monument in the same spot where the Rebels built theirs. When your monument is complete, you win the mission.

Ways to Lose

This is the toughest mission in the game. Here is a smattering of things that can cost you the mission. Allow your transports to get shot down, especially the ones with your workers, and you will lose. Take too long securing your landing zone, and the Rebels will wipe you off the map. Run out of resources and powerful units, and you will be stuck sending troopers to collect resources. If that happens, start the mission again.

Do not lose track of your units. This is a sprawling map, and it is easy to forget about the pummel you sent to destroy power cores or the fighters you left to eliminate troopers.

MISSION 7: THE BATTLE OF ENDOR (BONUS MISSION 2)

Mara Jade, narrator of the Darth Vader campaign and Emperor Palpatine's number one henchwoman, is not thrilled with the way things worked out. She liked the Emperor. Like Nute Gunray, she wants you to play a simulation of the Battle of Endor—the battle that ended her "master's" life.

This mission is a two-parter. The first part involves defending the massive shield generator protecting the second Death Star construction project. The generator looks like a radar dish in the center of the map. It is well defended. You begin this mission with 94 completely upgraded Tech Level 4 units ranging from workers to TIE bombers. You also have 1,000 units of food, carbon, and ore in your coffers, so you can build as you like.

Read the map like the face of a clock. The Rebel commandos have two bases at 12 and 8 o'clock. The one at 12 o'clock has a very busy airbase, two troop centers, a mech factory, and a heavy weapons factory. As the mission opens, it already has advanced bombers, fighters, assault mechs, and pummels.

The smaller sub-base at eight o'clock is less impressive with its dual troop centers and mech factory, but it's also closer to your front door.

Another Rebel Alliance base at nine o'clock also has two troop centers, a mech factory, and a busy airbase. By the time you take the battle to this base, it will be dotted with shield generators. The sub-base to this camp, at four

o'clock, has a troop center, a mech factory, and a heavy weapons factory. Judging by the rate at which the Rebel Alliance and the Rebel commandos pump out units, it seems likely that they have lots of resources.

There are also bases at one o'clock, two o'clock, five o'clock, and seven o'clock. These belong to Ewoks, the civilization that aided Skywalker and associates as they raided the Empire outpost in *Star Wars: Return of the Jedi*. These guys have primitive catapults that administer powerful punishment. They also have hang gliders and prolific command centers.

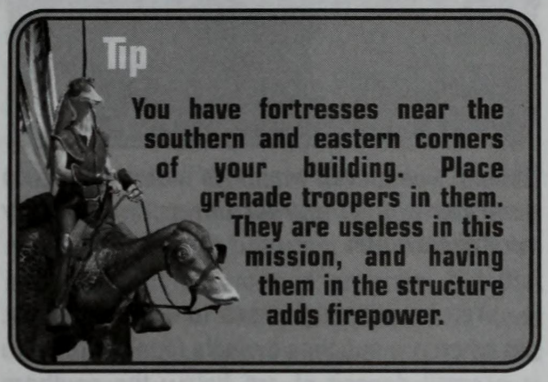
You have a strong base that is completely surrounded. You have one objective—to protect the shield generator.

After you take control of this mission, you can eliminate entire Ewok villages by parking a couple of TIE fighters overhead.

This mission proves the value of turrets.

Move quickly. You start this mission with 94 units and a population cap of 100. Your next six units should be workers; start producing them.

Assign your workers to harvest carbon and ore from the deposits off your main building. Put five or six workers on every ore deposit so you can clean them out fast. Food and nova crystals produce combat units; you have plenty of food, crystals, and combat units. You need turrets, so hit the ore hard and use it to line the outside of the generator building with turrets. Build anti-air turrets first. Your army can fight off any ground attacks for the first few minutes, but the Rebels have strong air combat technology. They will hit you with speeders, X-wings, and bombers. Sending your TIE fighters to meet them will not dent their fleet.

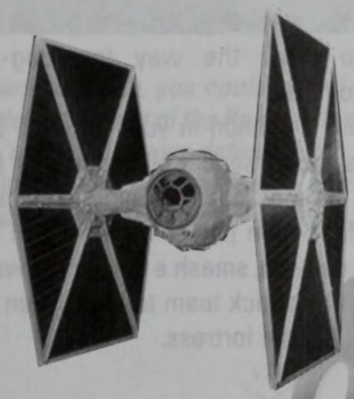


Tip

You have fortresses near the southern and eastern corners of your building. Place grenade troopers in them. They are useless in this mission, and having them in the structure adds firepower.

Even with the shield generators and turrets, you will take casualties in this battle. Replace your dead troopers and other units with AT-AT assault mechs. Station your AT-ATs in groups of three or four in pockets where your shields overlap, creating double protection. Set on aggressive mode, these units will venture out when needed. When the Rebels send cannons, for instance, send units to destroy them.

Once you have three or four anti-air turrets along every edge of the building, build regular turrets. Then build shield generators. This is important along the west side of your building.



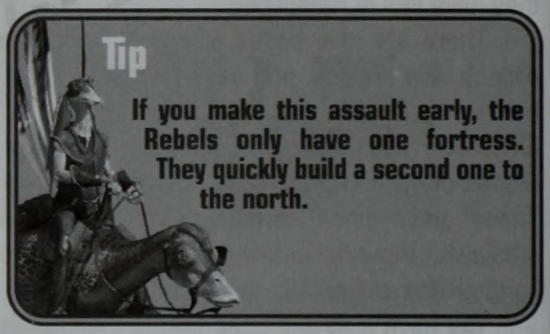
Rebels' fightercraft attack in swarms. With a good network of anti-air turrets, you quickly swat them down.

You have enough trees to last indefinitely, but when ore supplies dwindle, push out. There is a small deposit of ore below the southern corner of your camp. Send workers down to it, have them build a command center, and start harvesting. This ore supply sits at the entrance of an Ewok colony. Send two TIE fighters into the colony and have them target units instead of buildings. Your TIE fighters will go after the Ewoks until they are gone, then they will go after Ewok huts—durable little shanties. Your fighters won't finish nixing this village for a long while.

Make your next big push against the Rebel Alliance base to the west. Send a pack of three AT-ATs with five mech destroyers and three anti-air mobiles assigned to guard them. Do not engage in shootouts with turrets. The Rebels' upgraded turrets have better range than your AT-ATs. You want to destroy the base's offensive units to clear the way for long-distance bombardment.

Build a cannon in your fortress. Once the coast is clear, send the cannon to join your assault on the base at nine o'clock. Target turrets first, then power cores. If you have not already done so, smash a hole in the wall for the rest of your attack team to enter, then finish by demolishing the fortress.

You will come across good-sized deposits of ore and nova crystals north of this Rebel Alliance camp. Once the coast is clear, send a team of workers to gather them.



In this mission, your cannons are your only weapons that have more range than enemy turrets and fortresses. Send a worker to repair a cannon when it gets hit. The Rebels will send everything they have to destroy it.

As you finish your squeeze on the Rebel Alliance base to the west, move on the eastern Rebel Alliance camp, in the four o'clock position on your map. Send a team of 10 workers from the east corner of your complex. The trees funnel them south and lead them to what begins as a large deposit of nova crystals. The Rebels have a processing center beside it. If you take too long, you will find an abandoned station next to open space.

This is a zero-sum game. The more they harvest, the more units they can throw at you, and the less you can defend yourself. And the reverse holds true, too. The more nova crystals you collect, the more fighters and assault mechs you can produce—fighters and assault mechs that might otherwise belong to the Rebels.

If there is a sufficient amount of crystals left, have your workers build a harmless command center. Then send them out in groups of two to start three turrets and two anti-air turrets. As the turrets pop up, send all but one of your workers into the command center. Leave your last worker out to repair the building. It is about to become a target. The Rebels rush your building, and the battle that follows will see a lot of units destroyed.

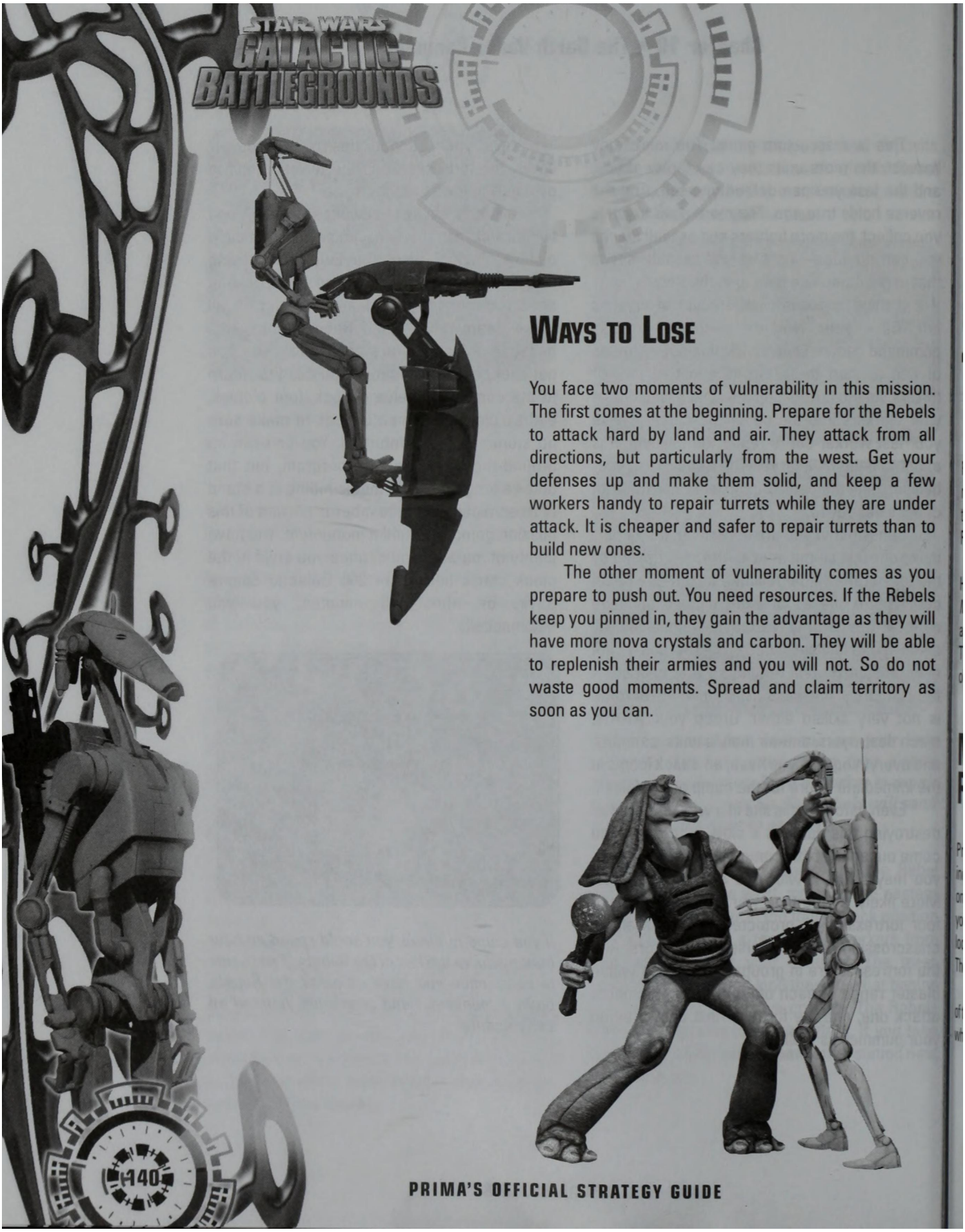
Sensing that you are spreading, the Rebels make one last all-out attack. Already crippled by the loss of the Rebel Alliance bases, the Rebel commandos' bases at eight o'clock and two o'clock temporarily exhaust themselves by sending one last small push. Their forces do not even include a Jedi Knight, so any chance of their victory is hopeless. Their downed air force is not very skilled either. Group your AT-ATs, mech destroyers, anti-air mobile units, cannons, and everything else you have; an attack looms in the immediate future for the camp at 12 o'clock.

Even catching this site in a weakened state, destroying this camp is a slow process. If you come out against this camp right out of the gate, you may catch it with one or two fortresses. More likely, by the time you attack, it will have four fortresses, all protected by turrets and a crisscrossing pattern of shield generators. And the fortresses are in groups of two, built within blaster range of each other. Send a pummel to attack one, and the fortress next door fires on your pummel, as well.

Have your cannon destroy the power cores, the fortresses, and the turrets. Send in pummels to level this playing field.

All that is left are the Ewoks at 1 o'clock and five o'clock, and the Rebel commandos at eight o'clock. Take care of the Ewoks by paying them a visit with two or three fighters. And send a deconstruction team to finish off all those nearly abandoned Rebel camps, too, because unless you are certain that you can get every droid and medic, you need to return to the camps at twelve o'clock, four o'clock, eight o'clock, and nine o'clock to make sure no stones are left unturned. You can run an around-the-clock cleanup program, but that takes a long time. One medic hiding in a stand of trees would keep the mop-up portion of this mission going. So build a monument. You have plenty of materials, and, once you build it, the clock starts ticking. In 300 Galactic Empire days, or about 15 minutes, you win automatically.

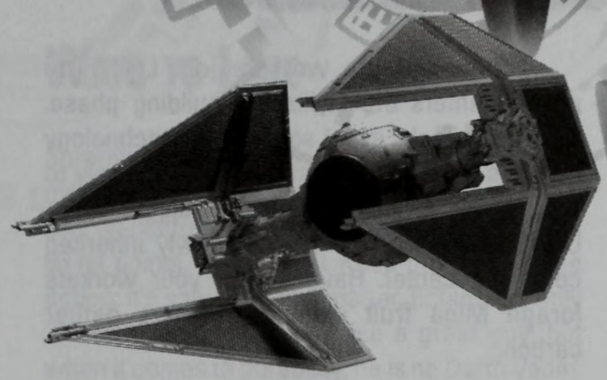
If you came to clean, you could spend an hour hunting down the last of the Rebels. If you came to fight, once you have defeated the Rebels, build a monument and guarantee yourself an early ending.



Ways to Lose

You face two moments of vulnerability in this mission. The first comes at the beginning. Prepare for the Rebels to attack hard by land and air. They attack from all directions, but particularly from the west. Get your defenses up and make them solid, and keep a few workers handy to repair turrets while they are under attack. It is cheaper and safer to repair turrets than to build new ones.

The other moment of vulnerability comes as you prepare to push out. You need resources. If the Rebels keep you pinned in, they gain the advantage as they will have more nova crystals and carbon. They will be able to replenish their armies and you will not. So do not waste good moments. Spread and claim territory as soon as you can.



Chapter 11: The Leia Organa Campaign

Princess Leia Organa is an interesting choice to represent the Rebel Alliance. She was the factor that drew Han Solo and Luke Skywalker to the Rebellion.

You run into other familiar faces here, too. Han Solo graces these missions, as does his *Millennium Falcon*. Luke Skywalker makes an appearance, and you can't get rid of C-3PO. These appearances mean more work. Your objectives include protecting celebrities.

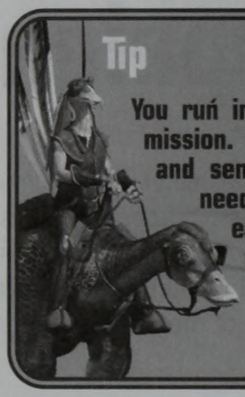
MISSION 1: A FORCE FROM THE PAST

Princess Leia and a small contingent that includes eight troopers and C-3PO have crashed on the planet of Krant. As the mission begins, your objectives include finding Ghost Base and locating a Bothan spy named Utric Sandov. These objectives change early on.

You start this mission in the western corner of the map and move east. Your trek barely starts when you run into two R2-type droids foraging beside a food processing center. When you enter the village, a team of stormtroopers rushes in and shoots the command center. Then comes Echuu Shen-Jon, the Jedi Master. Echuu does some Jedi magic, and all of the stormtroopers fall dead.

In the beginning of this mission, you meet a new character—Echuu Shen-Jon, a Jedi Master who has been hiding since the Jedi destruction.

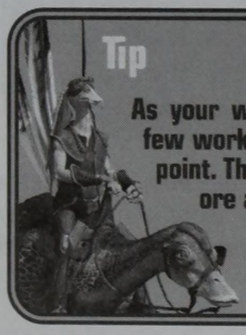
Echuu and the workers join Leia. The mission enters the civilization-building phase. You have a Tech Level 1 society, your technology tree has been crippled so you can rise only to Tech Level 2, and you need a bigger army. Create more workers in your newly inherited command center. Have half of your workers forage Muja fruit while the others gather carbon.



Tip

You run into several nerfs in this mission. Build an animal nursery and send your nerfs to it. You need the nursery even if you eat the nerfs. Because this mission limits you to Tech Level 2, you need mounted troopers.

Build prefab shelters so you can expand your population to 75 units. Gather 800 units of food, advance to Tech Level 2, and build at least two troop centers. Once you have them, research the trooper and mounted trooper upgrades.

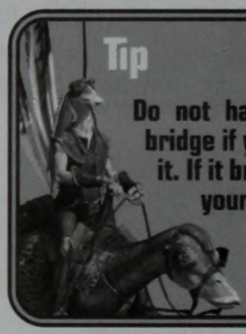


Tip

As your workforce grows, send a few workers toward your starting point. There were nice supplies of ore and nova crystals nearby.

This mission's tension comes in the form of further Imperial raids. There are two towns in the center of the map: Peche and Theeness. Bridges connect these towns. The Imperial nasties hope to destroy the bridges to disrupt life on Krant. Leia's job is to save at least one of the bridges and destroy at least one of the Imperial campsites—either Sagol to the south or Kaxol to the east. So, joined by her newfound Jedi friend, Leia must take on the Empire yet again.

Build an army with a 50-50 mix of troopers and mounted troopers and at least one medic; march to the center of the map and enter the town of Peche. There, three bridges cross a river: two to the east and one to the south. Depending on how quickly you build up, you may find one or more of the bridges destroyed when you arrive. Not to worry; you only need to save one bridge to win.



Tip

Do not have your forces cross a bridge if you see stormtroopers on it. If it breaks while they are on it, your people are defeated.

With your army guarding, send a worker to erect a wall and some turrets to seal off the bridge. The Empire sends troopers and mounted troopers in your direction. Defeat them, then follow the road out of town.

Take the northernmost gate out; it's behind the first bridge. This leads north; head east. Lead your team up two small plateaus, then along some ridges south and east. You know you are headed in the right direction when you pass a turret. You are near Kaxol. Send one of your mounted troopers to destroy that turret while the rest of your forces pick off Imperial workers trying to harvest carbon and food. Stormtroopers try to stop you. Dispatch them, too.

NOTE

Should you prefer, you can go after Sagol, instead. However, most of the threat to Peche and Theenes comes from Kaxol, so following that path does a better job of sealing off access to the bridges.

If you have brought Echuu, have him convert a few heavy mounted troopers. They make good additions to your army.

The turret you destroyed marks the outskirts of Kaxol. Send mounted troopers into the town to destroy the turrets guarding its walls. Position your troopers so they can pick off Imperial stormtroopers who try to take out your heavy mounted troopers as they destroy the turrets guarding the walls.

After the turrets are gone, send your mounted troopers to destroy the power cores around town. This cuts the rate at which the town's troop centers and mech factory can produce soldiers to oppose you. For your final act, destroy the mech center and the two troop centers.

Your final goal is to destroy all of the military unit–producing buildings in this unguarded town.

Ways to Lose

Surprising as this may sound, Princess Leia is more of a problem than C-3PO in this mission. She wants to fight, he wants to cower. She has 60 hit points. He has 120. Keep them out of the action; it's safer. For that matter, Echuu has only 300 hit points. He seems like a great guy; but when it comes to durability, he is no Darth Vader.

The most dangerous moment in this mission is defending the bridge. You must get to it quickly and carefully shield at least one bridge. If stormtroopers get to it, you automatically lose. This becomes less of a threat if you place walls, turrets, and a few sentries around both entrances of a bridge, then go to Kaxol.

MISSION 2: CHASING GHOSTS

Very much a story-advancing episode, Chasing Ghosts combines simplified elements from both rescue and civilization-building missions. Still on Krant, Leia, C-3PO, and Echuu discover the whereabouts of Ghost Base. They also ascertain that Imperial forces have captured it.

You could challenge this Imperial army, and you might be skilled enough to win. For most, however, the key lies in rescuing R2 droids and getting them to help build a new army. So here goes.

You start this mission with four heavy mounted troopers and eight troopers. Follow the road south. A small group of stormtroopers blocks the road southward. If you are skilled and don't want to avoid the fight, you can charge in. If you are a little more pensive, avoid them by hiking through a small break in the trees, then turning south as you approach a puddle. However, you derive little benefit from avoiding this skirmish. You can easily take out all four of

them with minor losses, and you will completely rebuild your army before long.

If you decide to go around the stormtroopers, look for this break in the trees and cut right.

As you travel, Leia tells you the Empire has captured Ghost Base, and its location lights up on the map. Follow the road east to Ghost Base, but do not approach the gates. Loaded with enemy soldiers and guarded by turrets, Ghost Base will not welcome you right now. If you are a tactical genius, you may be able to beat the Imperial army holding the base. Walls block your entrance to the base, and the turrets shoot your troops as you try to break through the walls.

Instead of fighting your way into the base, quietly circumvent it and go north. Go through an opening in the trees and enter a plateau with a single turret guarding a pen. The droids in that pen are captured Rebel workers. Send Echuu or one of your heavy mounted troopers to rush the turret and destroy it. Cut through the wall and free the workers. They now serve you.

You have 500 units of carbon, so build a command center close enough to some trees to cut down your workers' travel time as they collect carbon. There are Muja bushes and a food processing center in the holding pen. Assign workers to forage for fruit and collect carbon as you build your community.

You need 12 prefab shelters to expand your population limit to 75. Do not build them all at once. While you're at it, you may want to grab some nova crystals, and there is a large outcropping nearby. You do not need many units of nova crystals. This mission's technology tree allows you to advance to a Tech Level 2 society and no further.

You want ore, however. The easiest and safest way to get ore is to send a few workers to the ore deposits you passed at the beginning of this level. Select three workers, then scroll to the site on your map. Assign your workers to build an ore processing center on that site, and they automatically start mining as soon as the building is complete. The ore is important because you are outnumbered, and sealing off your neck of the woods with turrets or a wall buys you time to build a strong army.

You also need farms. The Muja bushes in the pen only last so long, so build a second food processing center, research irrigation, and start some workers planting. Then build yourself an army of 30 or 40 units with a majority of mounted troopers.

Tip

Build two or three troop centers and upgrade both your troopers and your mounted troopers.

It's time for the attack. Assemble your troops, selecting two guinea pigs from your pool of mounted troopers to storm the wall in front of a turret and burn through. After the turret is gone, you can destroy the wall to your heart's content and make as big a gap as you like with relative impunity. Until then, anyone approaching the wall gets shot by turrets and troopers.

Tip

Make a diplomatic change before sending in your guinea pigs. Look in your Diplomatic menu; Ghost Base is listed as an ally. You cannot attack allies or their property. The wall surrounding Ghost Base and protecting those Imperial turrets is Ghost Base property. Your mounted troopers will not attack it. By switching Ghost Base's diplomatic stance to "Neutral," you enable your units to attack the wall and get at those turrets.

Once the turret goes, expect a great flash battle. Stormtroopers flush out of that complex, and the primitive melee that ensues is amazing.

With both sides fighting furiously, the battle for Ghost Base is entertaining to watch.

Once you retake Ghost Base, destroy the Empire's buildings and destroy its units, workers and all. Once they are gone, Bothan spy Utric Sandov sends two transports to bring you to his new home base.

Ways to Lose

If you charge into Ghost Base before you are ready, you will lose.

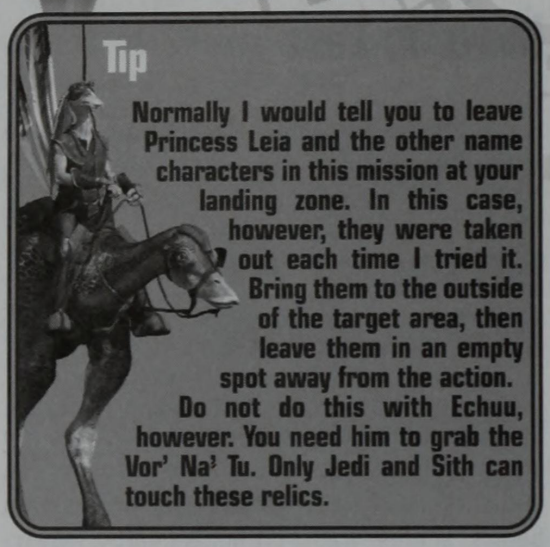
MISSION 3: VOR' NA' TU

Vor' Na' Tu is a riddle disguised as a mission. You start with nine troopers, three mech destroyers, and three pummels. As soon as the mission begins, another transport lands nearby, leaving Attichitcuk (Chewbacca's father) and a Wookiee army. Attichitcuk's squad includes nine heavy troopers, two artillery, three mech destroyers, and one scout.

Your job is to lead Echuu Shen-Jon, Leia, C-3PO, and Attichitcuk across an asteroid named Hanoon, find an Empire stronghold, break in, and escape with the Vor' Na' Tu. This item is an ancient Jedi relic that the Emperor wants.

You begin this invasion in the map's northern corner. The Empire has a large site in the center of the map. This site is divided in half. The eastern half has assorted buildings, including a troop center, three turrets, a fortress, and a Sith temple. The Vor' Na' Tu is inside the temple. The temple is within blaster range of the fortress.

You must figure out how to enter the Empire encampment, destroy the Sith temple, and grab the Vor' Na' Tu before the Imperial population descends upon your team.



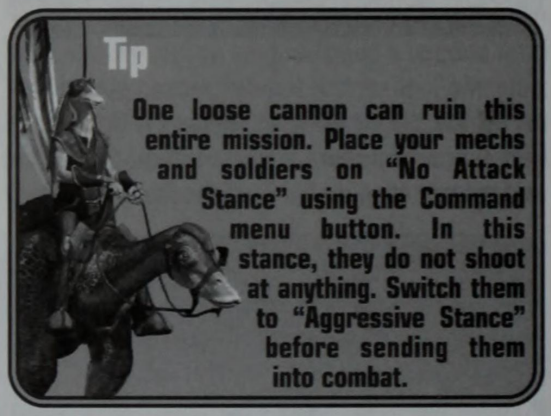
Tip

Normally I would tell you to leave Princess Leia and the other name characters in this mission at your landing zone. In this case, however, they were taken out each time I tried it. Bring them to the outside of the target area, then leave them in an empty spot away from the action. Do not do this with Echuu, however. You need him to grab the Vor' Na' Tu. Only Jedi and Sith can touch these relics.

Head south until you reach the top corner of the Imperial camp. The camp has been built along the remnants of two parallel roads running horizontally through the middle of the screen. Being careful not to get too close to the walls of the camp, lead some of your troopers and mechs to the southeast corner. There are two stormtroopers and two strike mechs. Dispatch them quickly.

Now assemble your army in the clearing southeast of camp. Place your pummels against the bottom horizontal wall. Place your mechs and troopers in a northern group. Hotkey your mechs to [2], your pummels to [3], and Echuu to [1].

If Empire troopers notice you, they descend upon your army and overwhelm you. Stage your squad carefully, so it can react quickly the moment your artillery opens a hole.



Tip

One loose cannon can ruin this entire mission. Place your mechs and soldiers on "No Attack Stance" using the Command menu button. In this stance, they do not shoot at anything. Switch them to "Aggressive Stance" before sending them into combat.

Send your pummels to cut through the gate in the southeast corner of the camp. A turret blasts them, but they are used to it. The moment the gate falls, send the pummels west along the southern edge of the camp, past the two turrets. When you see the Sith temple, have all three pummels attack it.

While your pummels head west, send in your mechs and troopers. Your troops will be able to hold the Empire off for a few moments, but not much longer.

Have Echuu help your pummels attack the Sith temple. When it crumbles, grab the Vor' Na' Tu and run.

Send Echuu to help with the temple. Have him attack it, then grab the Vor' Na' Tu when the building collapses. Send him out of the camp immediately. Send him and C-3PO, Leia, and Attichitcuk to the transport while the rest of your party holds off the Empire. As soon as Echuu is out of the camp, assign your artillery to barrage the hole where the gate used to stand. This slows down pursuers.

Though Echuu moves slowly with the Vor' Na' Tu, he can make it to the drop zone before the enemy catches him. Darth Vader and a group of stormtroopers meet Echuu before he can reach the shuttle; in a tragic scripted event, the mysterious Jedi becomes one with the Force.

Ways to Lose

This is a complex and thorny mission. Attacking the camp in any spot but the southeast corner will alert the Imperial Army. You'll be outnumbered.

Leave Leia and her celebrity guests in the wrong spot, and they will get zapped. Zapped celebrities equals a loss.

Do not get caught up in the melee of the fighting once the action begins. Get your pummels to the temple and Echuu to the Vor' Na' Tu, then get out of there.

MISSION 4: ECHOES OF THE FORCE

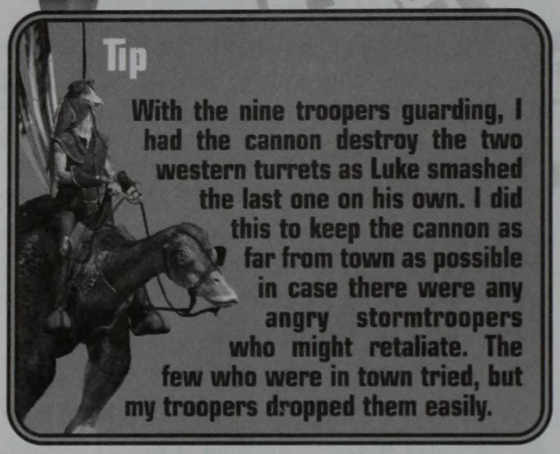
The spirit of Echuu Shen-Jon has visited Leia to warn her that the Vor' Na' Tu lives. During Echuu's battle with Vader, the Vor' Na' Tu was broken into four shards. In the wrong hands, these shards could present a terrible threat, and whose hands could be more wrong than the Emperor's?

Luke and Leia go to Hanoon, the asteroid where Leia and Echuu first rescued the Vor' Na' Tu. Though it no longer is an uninhabited desert, Hanoon is still no paradise. Four cities have sprung up: Magentic, Reticul, Libreck, and Reeche.

All four towns ally themselves with the Rebel Alliance, and all have been overrun by the Empire. Three Empire turrets mark the outskirts of Reticul. The Empire has constructed a prison in Libreck. You won't see any Imperial buildings in Reeche, but the economy is hurting and the people want a handout. Then there is Magentic. The Emperor has ruined the town's view of scenic space by building a fortress.

All of these problems are kids' stuff for a Jedi like Luke Skywalker.

The mission starts with Reticul. The town informs Luke that it has a shard he can have if he gets rid of the turrets hemming them in. Luke and Leia land with a cannon, that amazing long-range baby that crushes medium turrets with three or four nasty blasts. Just move Luke and company to the east from their landing position, and the turrets of Reticul come into range.



Tip

With the nine troopers guarding, I had the cannon destroy the two western turrets as Luke smashed the last one on his own. I did this to keep the cannon as far from town as possible in case there were any angry stormtroopers who might retaliate. The few who were in town tried, but my troopers dropped them easily.

Once the turrets are gone, the leader of Reticul calls to say thanks, and the shard, an artifact, appears in the center of town. The leader also informs Luke that he may take control of the town. Time to glean, train, and build. This is a basic civilization-building mission. You can get through this mission with no more than a Jedi temple for holding the shards, a few turrets and anti-air turrets to protect you as you build your army and advance your civilization, a mess of prefab shelters to expand your population, all the requisite processing centers, a heavy weapons factory, and an airbase.

There are no berries or fish on this asteroid, so you have to farm for food. Also, there are no trees, but Hanoon is pocked with carbon rocks.

The asteroid is covered with nova crystals, too. Ore is scarcer, but you can find more than enough for this mission. Build an airbase and a 15-fighter squad, and you will be set militarily for the rest of the mission. And now, to save the other towns and earn the shards.

Once you save Reticul, part of Libreck will be illuminated on your map. There are two Imperial troop centers and a holding pen imprisoning town leaders in Libreck. Send your fighters to Libreck. Destroy the Imperial buildings and pick off enemies as they appear. Then shoot a hole in the pen holding the town leaders. The leaders thank you by giving you the second shard. Send Luke to pick up the shard and return it to the Jedi temple.

Next comes Reeche, the easiest of the towns to satisfy. To establish contact with this town, send a fighter to the center of the screen. The townspeople ask for a tribute of 500 units of carbon and 500 units of nova crystals—the most common stuff on this asteroid. Collect more than 650 units of both carbon and nova crystals—remember, there are taxes—then bring up the Diplomatic menu. Click on the carbon and nova crystals buttons in the Reeche row five times each. The people of Reeche thank you and give you the third shard. Send Luke over and have him bring it to the temple.

Last comes Magentic. This town is vexed because the Empire has constructed a fortress in its midst. You cannot send your fighters against a fortress; it has anti-air defenses. Instead, construct a pummel. Have your fighters accompany your pummel to protect against attacks as it drives south, then west to Magentic. Have your pummel attack the fortress. When the fortress is destroyed, send Luke to collect and deliver the final shard. Once that shard is in the temple, you complete the mission.

Ways to Lose

In this mission, the battles are easy and the enemies are few. Prepare for air attacks early; the Empire has some TIE fighters on the asteroid. This mission is one of the easiest non-training missions in the game, but I found two ways you can lose. The first is to misplace a shard. I may have built the Jedi temple over it. You cannot win until all four shards are in the temple.

The other way to lose is to have Luke or Leia attack the fortress. Neither of them can survive such an assault.

MISSION 5: LOOSE ENDS

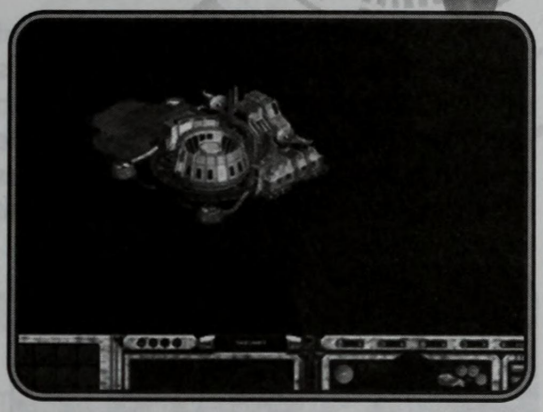
While much of this next mission is a standard build-up and sweep-out–type mission, the first part requires staging.

This mission takes place in the same camp Leia and Echuu attacked in Mission 3. This time she has brought Luke to Hanoon to help free the people, destroy the Imperial encampment, and take out Moff Yittreas. The first order of business, is taking over and protecting the terraform processor, the machine that controls the atmosphere. Whoever controls the oxygen also controls the asteroid.

You begin this mission with nine troopers (expendable), two heavy assault mechs (vital), an anti-air mobile (essential), a cannon (indispensable), and Leia (vital to objective). You also have a transport with five workers in the canal beside you. Your job is to batter your way into the gates of the Imperial stronghold, offload your workers at a canal entrance beside the terraform processor, and establish your base inside the Empire's base.

Tip

Do not let your other forces get too far ahead of Leia. If a TIE fighter discovers her, your mission ends.



This building is the Hanoon terraform processor and your first target.

You enter the Imperial camp through the same gate that you used your pummels to destroy the first time Leia visited. The turrets guarding this gate have better range than your heavy assault mechs, so bring out your cannon. Inching west along the top of the canal, move toward the center of the map. Send three workers, both heavy assault mechs, and your anti-air mobile, with the rest of your party traveling a safe distance behind.

As you approach the gate, there are six stormtroopers guarding it. Thanks to your assault mechs' range of vision, you see them before they see you. Blast them. As you fight your way in, TIE fighters and other units protect the wall. Hold your position along the northern side of the canal, and have your cannon blast the turret and the gate as your mechs and troopers destroy everything that comes at you.

Tip

Before entering the gate, have your cannon blast the turret on the other side of the canal. If you don't, it damages the transport ship carrying your workers.

Move your team inside the gate, but out of range of the next turret. Use the "Stance" keys to set your units—except Luke and Leia—to hold ground. Keep Leia outside, away from the action. Luke, on the other hand, has much higher hit points and can perform some heroic service.

Once you initiate your attack, the Empire strikes back. You cannot win this battle, but with the firepower of your assault mechs, you can hold out for a while.

With your mechs and troopers performing crowd control, re-deploy your cannon behind your troops and have it destroy the next turret. Go after the three power cores, the troop center, the mech factory, the turret across the water, and any other targets whose destruction will blunt the attack. Move the transport ship up the canal past the action, and offload your workers in the clearing beside the terraform processor.

The workers automatically take control of the terraform processor when they stand near it, giving you one more object to protect. Fortunately, the terraform processor comes with a dowry. You now have enough resources to build a command center, so have your workers do it right away. Place Leia inside it, and leave her there for the remainder of the mission.

Group most of your workers inside the command center until you can ease your defenses. Move your assault mechs around the building. They may not have much life left in them. Move your anti-air mobile behind the command center to protect the center from TIE fighters and bombers. When you get a chance, send one worker to erect an anti-air turret behind the command center and a regular turret in the front.

You will not be able to train more workers until you have prefab shelters. On the bright side, the east side of this camp is riddled with carbon rock. Send workers to gather carbon from the nearest rocks. Send others outside the gate and far to the east and north. There they can set up food, carbon, and ore processing centers with minimal risk. Send a large workforce out to maintain these stations. Keep track of the farms.

Start to equalize the pressure. Even without new materials, you have enough carbon and ore to build a power core and a shield generator. Send workers to make these structures. This enables you to keep your assault mechs alive and spread your camp. Fighting from under the cover of your shield, use your cannon to clear the rest of the compound around you.

Construct a shield generator as quickly as possible. This keeps your existing units safe and gives you breathing time to create more units.

Tip

Extend your first shield or build a second shield around the terraform processor. Once you take control of it, the enemy will try to demolish it, as well.

You do not need a troop center or mechs to finish this mission. Construct a heavy weapons factory and an airbase. Produce X-wings and have them protect your perimeter from attack. Send your cannon to the wall west of the terraform processor to see what you can destroy across the canal. You can target a fortress and two anti-air turrets, clearing the way for you to send fighters and bombers there.

As the fortress falls, a man in officer's clothing runs across the base. That is Moff Yittreas. (Moff, by the way, is a title similar to General.) Do not have your fighters follow him as he runs east. He is running to another part of the base that has anti-air defenses.

Produce four or five pummels and send them across the camp. Have them destroy power cores, turrets—especially anti-air turrets—and the fortress. When the fortress collapses, send in fighters to take out Yittreas.

With your assault on this final fortress and the death of Moff Yittreas, you free the people of Hanoon.

The final task is to send Luke Skywalker to the Hanoon temple. It is in the east corner of the map, along the southern wall of the canal. His arrival triggers an interesting scripted event, thus ending the mission.

Ways to Lose

The first part of this mission revolves around timing and quick decision-making. You must time your invasion of the Hanoon camp so that your mechs and troopers can protect your cannon. Your workers must arrive as soon as you clear the way so they can build new defenses before your existing fighting force gives out.

The easy way to lose this mission is to lose track of Luke or Leia and allow one of them to be taken out. Place Leia in your command center when it is built. As for Luke, he has more hit points, and his hit points regenerate. Have him attack power cores near your command center once you take control of the terraform processor. This slows the rate at which enemies attack you.

MISSION 6: HOTH (BONUS MISSION)

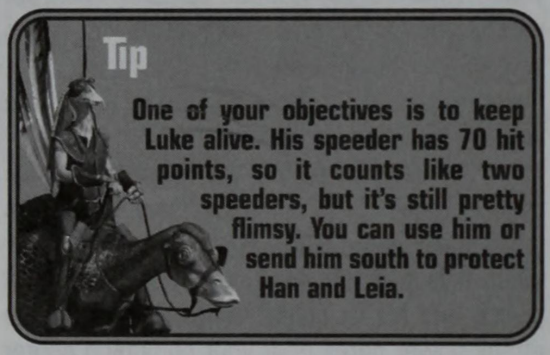
Set on the ice planet of Hoth, this mission reenacts the famous battle from *Star Wars: The Empire Strikes Back*. You control six grenade troopers, eight heavy mounted troopers, and a long picket line of repeater troopers. With this small force and some important reinforcements, you must stall the Empire's invasion and protect the ion cannon long enough for transports to escape.

Han Solo and Leia have hung back to chat about the invasion. You must keep them safe. This sounds tough, but you can do it easily.

Select them and send them to the southern corner of the screen.

Save your troopers, grenade, and repeater. Hotkey them to [3]. Divide your heavy mounted troopers into two groups. Hotkey the first to [1] and the second to [2].

Here come the AT-ATs. As they approach, a wing of speeders appears. In this case, you have eight speeders, one of which holds Luke Skywalker. These are your real defense against the AT-ATs.



Tip

One of your objectives is to keep Luke alive. His speeder has 70 hit points, so it counts like two speeders, but it's still pretty flimsy. You can use him or send him south to protect Han and Leia.

The AT-ATs cannot hit your speeders, but watch out; the Empire brought anti-air mobiles along for the ride.

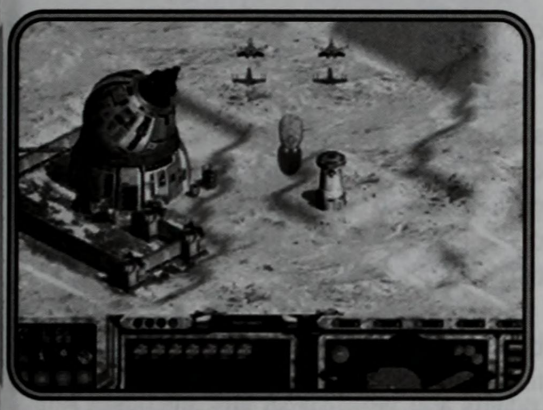
The Empire has sent AT-ATs and mech destroyers, but they have also stacked the odds by throwing in a few anti-air mobiles. Assign your repeater and grenade troopers to get the anti-air mobiles. Send your heavy mounted troopers to attack the AT-ATs. You will be amazed at how effective they are once they get in close.

The brunt of this defense falls on your speeders. Fly them in a group and target one AT-AT at a time to clear out Task Force 1, the first wave of the invasion, long before it reaches your ion cannon. Your reward for surviving Task Force 1 is to defend the base against Task Force 2.

The pitch of these battles is furious. The Empire sends AT-ATs. You counter with speeders. The Empire counters with anti-air, which you counter with troopers, as long as you have them.

Keep your ground grenade and repeater troopers focused on their anti-air. They may not last to see round two. If all of your ground troops are gone, have your speeders attack the anti-air mobiles. You may lose one, but if you fly around a mobile, it will pick your speeders off one by one.

Task Force 2 has more small units than the first wave. This one has mech destroyers and more troopers. Take out the mech destroyers first; they are faster than AT-ATs and have enough firepower to do damage. Next, do a strafing run to pick off stormtroopers as you swing around and attack the AT-ATs. Hold off this wave, and the transports will flee. The mission takes about six minutes.



Fight hard, strike fast, and the transports will flee to safety.

Ways to Lose

Han, Leia, and Luke make the most trouble in this mission. They do not hold up well when shot by AT-ATs. Get them to safe quarters along the bottom of the map.

Watch out for anti-air missiles. You lose effectiveness if your speeder wing gets thinned.

MISSION 7: ENDOR (BONUS MISSION 2)

After the short but stressful Hoth battle, Endor comes as somewhat of a rest. Play your cards right on this one and you can finish without a single casualty.

In a permutation of *Star Wars: Return of the Jedi*, Han, Leia, C-3PO, and R2-D2 have landed on Endor with a team of 18 repeater troopers and two medics to destroy the shield generator protecting the Death Star II. In this version, Chewbacca has flown in ahead, and Luke has not arrived.

While Han, Leia, C-3PO, and R2-D2 have all come undisguised, the rest of the team is exquisitely decked out in black and white Galactic Imperial grunt suits. This outfitting may not fool turrets or enemy troopers, but it looks great and can fool enemy workers.

Start the mission by hotkeying Han, Leia, and C-3PO to [9] and keeping them a safe distance away from the action. As you move from your landing spot, you run into a little Ewok named Wicket. Add him to your celebrity party. Now that you've met Wicket, you are responsible for his health, too.

With your troopers leading the way, head east. You pass a crossroads. Go through it, but take a right at the next crossing. This leads you down a long stretch guarded by a few stormtroopers in scattered locations. Take out the stormtroopers, have your medic heal any wounds, and move on.

Your first big test comes at the bottom of this road, near the southern corner of the map. You come to a trooper camp with two turrets, five troop centers, and a command center. According to the objectives, you are to pass through this camp and destroy it.

Leaving Leia and company at a safe distance, group your troopers with your medics behind them and attack the turrets outside this camp. The troopers inside respond. Dispatch them as they run out the gate.

The turrets and troopers in this camp will shoot back, but with medics busily healing your troops, you will not lose anybody.

There are no power cores in the front half of this camp, so the five troop centers within its walls cannot pump out troopers quickly. Have your troops blast the first two troop centers over the top of the wall until they blow up. Blast a hole in the wall. Remember to shoot the wall; it is easier to destroy than the gate. An occasional trooper meanders out from the remaining three troop centers. Dispatch them when they appear. When you get through the wall, destroy the troop centers.

Now for the tricky part. To the north of the troop centers, a herd of workers tends farms around a command center. If these fellows feel threatened, they evacuate into the command center and you have to brave some very big guns. Switch your diplomatic stance to "Ally" on the Diplomatic menu so that your team poses no threat to these Imperial droids. Scatter your forces. Place two troopers beside every droid. When you have every robot covered, switch your diplomatic stance to "Enemy," and your troopers destroy the workers before they can run to cover.

One of your first objectives in this mission is to destroy an Imperial base with five troop centers and a command center.

Once you destroy the command center, have your troopers punch a hole through the wall and continue heading north. Your next stop is an Ewok village to the east. There you gain control of an entire Ewok army. You are also joined by Chewbacca.

Your objectives change. You are now supposed to have Chewbacca approach the control bunker for the shield. The AT-ST fools the guys manning the bunker. Unfortunately, it doesn't fool the turrets you pass on the way. It's time to turn to the Ewoks for help.

The location of the control bunker has become illuminated on your map. When you took control of the Ewok village, you also gained control of two Ewok fliers. Have the flying Ewoks follow the road to that location and bombard any turrets they see along the way.

Ewok fighters are easily shot down, but their rock bombardment is unexpectedly efficient.

With the road to the control bunker cleared, march Chewbacca there. Turn left as you approach the eastern corner of the map; there is a huge Imperial base in this corner. You'll know it when you see it. It's the one with the turrets and AT-ATs.

The gate opens automatically for Chewbacca when he reaches the gate to the bunker. Have Han, Leia, and R2 enter the bunker by selecting them, then pressing Alt and right-clicking on the bunker itself. The shield generator automatically blows up when they enter the bunker, and this mission ends.

When Han, Leia, and R2-D2 enter this bunker, the shield generator you saved in the Darth Vader missions turns to dust.

Ways to Lose

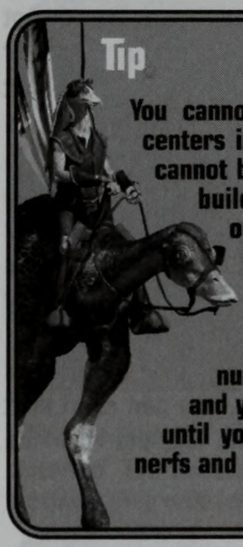
Take this mission slowly and methodically. As long as you keep Han, Leia, C-3PO, R2-D2, and the overly anxious Wicket away from the action, everything works out fine.

MISSION 8: SILKEN ASTEROID FIELD (CHALLENGE MISSION)

You begin this mission with a small town on an asteroid that fills one-quarter of the level map. You have a Tech Level 3 society with six X-wings and five workers. Your buildings include an airbase, a troop center, a war center, and a command center. Your most important building this time, however, is your animal nursery—build anti-air turrets around it, assign fighters to protect it, and build a shield generator to envelope it.

NOTE

General Dodonna, whom you helped defeat in the Darth Vader missions, led the Rebellion in one of its proudest victories. No one ever knew how the late general accomplished this great victory, but somehow, in the Silken Asteroid System, he led a small team of Rebels to victory against seemingly unbeatable odds.



Tip

You cannot build food processing centers in this mission; ergo, you cannot build farms. If you cannot build farms, your feeding options become limited. Fishing and foraging Muja fruit are out of the question on an asteroid. Protect your animal nursery at all costs. Lose it, and you have to hunt mynocks until you can steal the Empire's nerfs and build a new nursery.

As the mission begins, a voice warns you that the Imperials are about to attack. Fortunately, they send the least dangerous of all possible offenses—a squadron of TIE bombers. Bombers do not have the firepower to bombard like assault mechs, and they cannot defend themselves in dogfights. Send your X-wings to clear out the offending bombers, and get on with the mission.

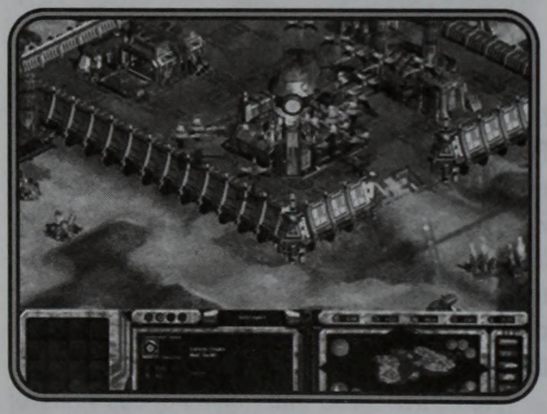
You have 1,000 units of food, 800 units of carbon, 500 units of nova crystals, and 400 units of ore. At this moment, ore and food are your most valuable commodities. Anti-air turrets cost 100 units of ore and 20 units of carbon. This means that you can afford to place four of them

around the front of your base to protect your nursery and your command center. Have your existing workers build these turrets while your command center churns out more workers.

Do not hesitate to build things in this mission. You find more carbon than you could ever use. You have a little more trouble finding nova crystals and ore, but there's more than enough; send workers to mine smaller asteroids scattered around the map.

So spread out and build lots of anti-air turrets. Do not build anti-air troopers; they do not offer solid protection and they cost food. Anti-air turrets cost ore and carbon and do not count against your population. There are large deposits of ore and crystals to the east and to the south. Go after them, and build turrets as you go. Do not bankrupt yourself building anti-air turrets, but know that fighters and transports will come. A good turret network will destroy these threats before they can reach your rock.

Build fighters. While you cannot win this mission with an early rush, you can send spot raids to the asteroid to the left, the rock the Empire calls home.



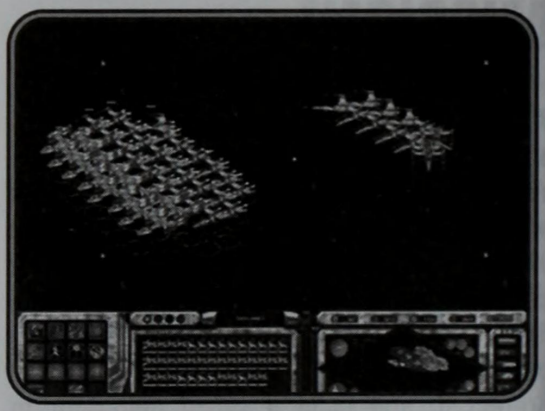
You start this mission at a tactical disadvantage with only one steady food supply and a fledgling city. Protect what you have before trying to expand.

The standard strategy of sneaking a few loads of workers onto the Empire's asteroid proves effective. The space is big enough for you to get a foothold far enough away that it takes a minute or two before some probot discovers you. By that time, you can erect a fortress, multiple troop centers, or mech factories.

What you cannot build are command centers. This landscape has very few areas on which they can be built. That being the case, you have to transport in workers. This slows your progress.

A quicker and more effective strategy for winning this battle is a massive air attack. Build enough prefab shelters to raise your population cap to 75, then build multiple airbases. Your entire offense and defense will be in the air this time, so do not bother with mech factories or troop centers. Rely entirely on turrets and fighters to defend your base.

Use the multiple airbases to purchase every upgrade. Research every fighter and bomber upgrade: shields, flight school, you name it. Do this for both fighters and bombers. You need to send both—a mixture of two fighters for every bomber works well. As you prepare for the assault, drop your workforce to 20 so you can assemble a full 55 spacecraft.



Even if the Imperials see you building this force, there is not much they can do if they are not equally prepared.

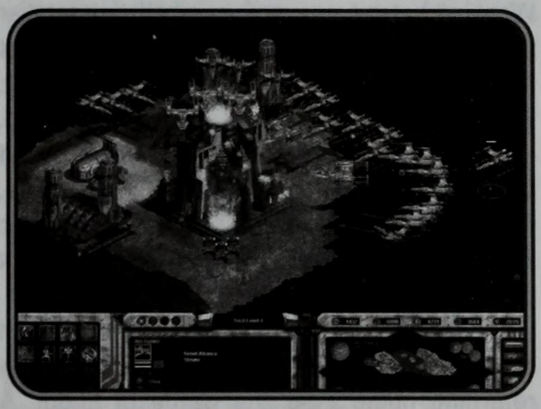
Fifty-five attack craft are too many for one hotkey. Divide your forces into two wings and send them over. Start your run by flying over the plains along the east side of the Empire's asteroid. Defeat any units you see, but watch out for anti-air fire and TIE fighters. When you encounter these dangers, make them a priority.

Swing into the city, which is two-thirds of the way up the screen. There will be at least one anti-air turret at the head of the city. Swarm it with every member of your attack wing. You will destroy the turret so quickly that you will not lose more than one or two fighters. Next, go after the power core in the center of the camp.

This is one busy power core. Not only does it generate electricity for the shield generator, it also powers the troop centers and airbases in this part of camp. Once you crash the power core, defeat any workers you see, then go after the fortress and the second anti-air turret. Again, you will lose three or four of your attack-craft, but you will render the entire asteroid vulnerable.

Against this almighty wave of fighters and bombers, fortresses seem out of place.

With all the dangerous buildings and turrets gone, have your air wings sweep the camp. All that is left is a tiny satellite asteroid to the west. Send your ships to find it. You come across a little space island that may already have a fortress and possibly even a shield generator. Go after the power core, then the fortress, then the workers who come out of the fortress. When you destroy the final worker, you complete the Princess Leia missions.



The last Imperial holdouts hide on this small asteroid. The sooner you strike them, the less fortified they will be.

Ways to Lose

If you lose your animal nursery, it's over.

You have no name characters to protect and no minor objectives. The Empire will attack and keep attacking, but in a straightforward mission like this, expect endless attacks. Protect your food and build lots of anti-air turrets. Build processing centers of all varieties. The only thing pinching your economy in this game is food, so protect your animal nursery carefully, and prepare a big air force.

Chapter 12: The Chewbacca Campaign

Wookiees stand one and one-half times taller than most humans, are stronger than most humans, and make excellent scientists. Wookiees typically live to be about 300 years old.

But there is also something tragic about this race. Neither ambitious nor aggressive, the Wookiees were enslaved by the Galactic Empire. Wookiees make great warriors, but they apparently do not like war.

The Chewbacca missions begin as the original trilogy ends, with Chewbacca returning home after the Battle of Endor. A sorrowful homecoming awaits him.

MISSION 1: HOMECOMING

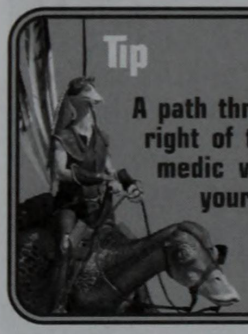
As this mission begins, Han and Chewbacca have just landed on Kashyyyk and are searching for the village of Kepitenochan. The village is illuminated on your map. Scrolling to the lighted area shows you a burning command center. Obviously, things could be better.

You begin this mission in the map's southern corner. Kepitenochan is in the north. Follow the path north until you run into three Trandoshans hovering around the ruins of a village. They have workers trapped in a pen, and they have built strange buildings.

Have Han and Chewbacca defeat the Trandoshans and free the workers. The workers run away, but you can add more members to your team. Destroy the Trandoshan buildings. Apparently, these are prisons of some kind. As they explode, they release captured Wookiee warriors. Destroy all three buildings to add five troopers, two grenade troopers, and three mounted troopers to your team.

CAUTION

Some Trandoshan buildings house Trandoshans instead of Wookiees.



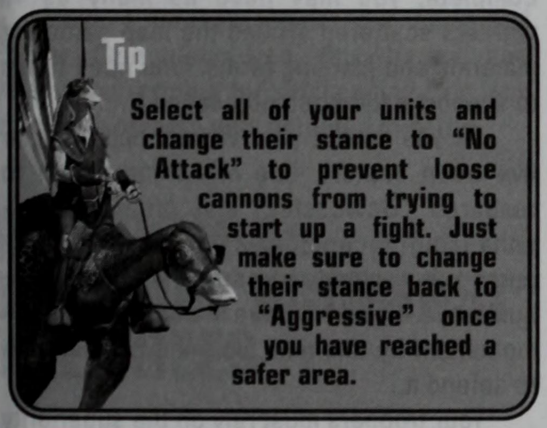
Tip

A path through the trees to the right of this village leads to a medic whom you can add to your party.

Continue following the path; it takes you through two more Trandoshan villages. Continue taking out these offending Trandoshans and adding more troopers to your growing party. Then the path bends east, and you come to the most crucial moment of this mission.

Just east of this bend, an Imperial camp holds AT-ATs, heavy mounted troopers, and more. The AT-ATs will leave, and you can likely defeat the army that remains, but you don't need to. On the approach to the bend is a pile of logs; have your party travel below that pile and stay as far away from the wall of the Imperial camp as possible.

Travel along the right side of the logs or you alert the stormtroopers that you are near.



Tip

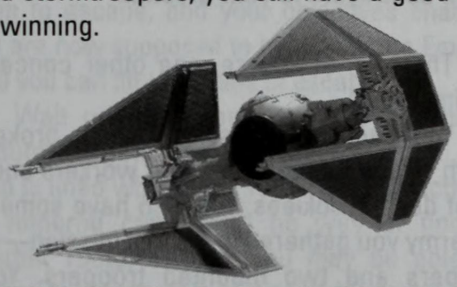
Select all of your units and change their stance to "No Attack" to prevent loose cannons from trying to start up a fight. Just make sure to change their stance back to "Aggressive" once you have reached a safer area.

The path now takes you south through a meadow. You pass one last Trandoshan building. This time you find Weebacca, one of Chewbacca's Wookiee friends, attacking the building. Help him destroy the building to add a few more soldiers to your pile.

You run into a few stormtroopers as you enter Kepitenochan. Defeat them, and the mission ends.

Ways to Lose

You do not even need to rescue Wookiees to win this mission. Even if you do not rescue an army or you get too close to the Imperial camp and end up fighting heavy mounted troopers and stormtroopers, you still have a good shot at winning.



MISSION 2: LAYING DOWN ROOTS

The Chewbacca missions start out at a mild pace. In this mission, rebuild the ruins of Kepitenochan so you can gather materials and build a monument in the ashes of its ruined predecessor.

You cannot progress beyond Tech Level 2 in this mission. So don't even consider going after the two big Imperial sites to the south. Both have fortresses, turrets, and shield generators. Your troopers and mounted troopers would never even get close.

Go after the Trandoshan settlement near the northern corner of the map. Destroy the Trandoshans to add strike mechs and mech destroyers to your army. Play through this mission in a little more than 30 minutes. Remain focused on the task at hand—building a government tree, the Wookiee monument.

Defeat Trandoshans to add strike mechs and mech destroyers to your arsenal.

There is, of course, one other concern: the Imperials.

You begin this mission with a broken-down village that includes four workers and a lot of dead Wookiees. You also have some of the army you gathered in the last mission—six troopers and two mounted troopers. Your resources include 200 units of food, carbon, ore, and nova crystals.

The moment you start assigning your workers, the game takes control and some of your workers begin a new government tree over the ashes in the southeast part of your village. With this, the clock begins ticking. A nosy TIE fighter buzzes your village several times. He will not strafe at first. If you build a troop center and train anti-air troopers, he won't do much of anything once they shoot him down.

But TIE fighters should not concern you; building the monument and having a strong enough army to defend it should occupy your mind. Build your society quickly. Send one worker to construct a shipyard on the stream to the west as six other workers forage Muja fruit. Once the shipyard is complete, build three utility trawlers and have them catch fish. Between the fish and the Muja fruit, you should have enough food to carry you through the rest of the mission.

Send two workers toward the northern corner of the map. They will find ore on the way. Have them build an ore processing center and start mining. They also discover hidden mounted troopers that you can add to your army and a rancor. If they do, have the mounted troopers toast the rancor, then send the workers to join your village. When they find two nerfs, have a trooper accompany the nerfs to your village and build a nursery for them.

Send workers to build a second carbon processing center, too. This mission allows you 100 units in your population if you have sufficient housing, so slowly build a neighborhood with 20 prefab shelters.

Upgrade to Tech Level 2 as quickly as possible. This enables you to research "Beamdrill" technology to speed up your carbon, crystal, and ore collection. You need a strong economy to support constructing a monument and training enough soldiers to protect it. By the time your monument is complete, you may have as many as 40 workers scattered around the map gathering minerals and planting farms. (You need farms to support a full-sized population.)

As you extend your village, build four or five troop centers. Use one troop center to research "Bowcaster" and other military-enhancing technologies while the others pump out a steady stream of soldiers. Your builders should have completed the monument by this time, so send troopers out to defend it.

Your troopers must rely on the superiority of numbers. The Galactic Empire sends heavy mounted troopers and dark troopers, which are both vastly more powerful than Wookiee troopers. So station 30, 40, even 60 troopers around your monument.

Hold your monument for 20 minutes, and you win.

Laying Roots ultimately revolves around protecting this monument as the Galactic Empire sends dark troopers and mounted troopers to destroy it.

Ways to Lose

From the moment the monument appears, to the end of the mission, you are responsible for protecting this building. You lose the mission if anything happens to it.

Have a worker repair your command center, then place Han, Chewbacca, and Weebacca inside it for safekeeping. You lose if any one of them gets defeated in battle.

MISSION 3: REUNION AMONGST THE TREES

Han, Chewbacca, and an army consisting of six strike mechs, two medics, six grenade troopers, 10 heavy troopers, six heavy mounted troopers, and two mech destroyers set off for the Wookiee town of Okikuti. You are looking for the jamming device the Empire is using to block communications to the outside world.

March your army south (not that you have any choice—the road is lined by trees). Okikuti is near the eastern corner of the map. You will reach it with no incidents. Once you arrive, however, the situation heats quickly. You find an abandoned Tech Level 2 village, and shortly after you arrive from the south, Imperial mech destroyers come knocking at the gate to the west. You must now find a way to escape.

The turrets at the gate hold back this attack, but more attacks will come. Han calls for the team to escape, and your objectives change. You are now supposed to hold back the Empire until you can find a means of escape.

Wait until the coast is clear and head through the gate. Once you leave this gate, the road is lined with trees. You are led directly to an Imperial camp with no way of finding another route. Though you may be able to defeat the forces guarding this camp, you have no anti-air units, and a TIE fighter joins the fight.

Escaping through the camp is not the solution. Neither is heading north and retracing the route that brought you to Okikuti. The camp is completely surrounded by forest. The only ways out of Okikuti are through the west gate—which leads you to the Imperial stronghold and TIE fighters—or to the north, the dead-end from which you came.

NOTE

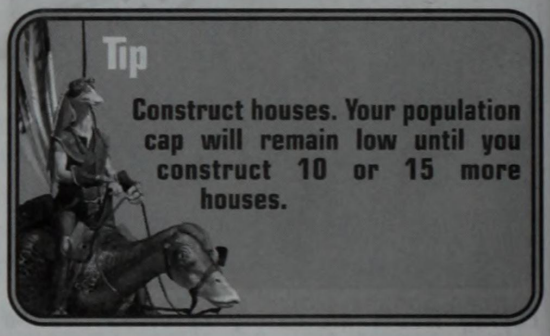
Before reading this section, pause the game, survey the map carefully, and try to come up with a solution on your own. There is a practical solution to this riddle if you consider all the elements. If you are stumped, read on.

Okikuti has a command center. You have 500 units of food, carbon, and nova crystals, and 150 units of ore. Start producing workers. Have your workers harvest the trees along the southern edge of Okikuti. The trees hide a lake. Cut your way to the lake, where you can construct a shipyard and build a transport to get Han and Chewbacca to safety.

Use your 500 units of food to train workers. Send most of them to collect carbon. A carbon processing center sits beside the trees—clear out the trees. Send another worker to build an animal nursery. Look around Okikuti to find several nerfs milling around. Build a nursery near an existing power core.

This wall of trees blocks you from a perfect cove for building a shipyard. Train workers and harvest your way through.

Send another worker to repair your gate. The Empire sends dark troopers, pummels, stormtroopers, mounted troopers, and mech destroyers to cut through. Your best hope for holding off an invasion is to keep that gate strong by constantly defending it, repairing it, and building additions around it. A large ore deposit lies within the walls of Okikuti. Train workers and have them harvest the ore. When you have enough ore, build walls outside your existing wall to hold off intruders. You can also build turrets or just train mounted troopers. Mounted troopers do an excellent job of holding off pummels.



Tip

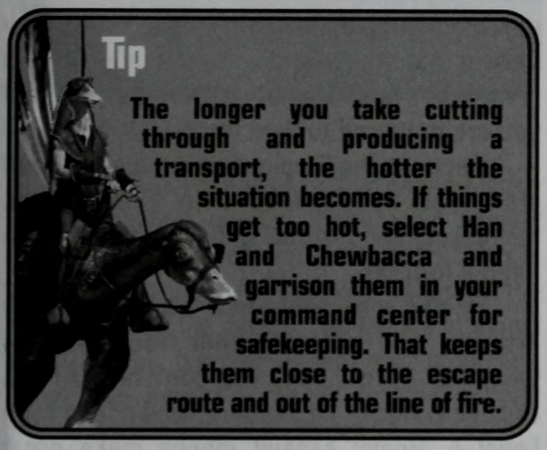
Construct houses. Your population cap will remain low until you construct 10 or 15 more houses.

Above all else, build your population and flood Okikuti with workers harvesting carbon. Also, build a power core. After you cut through the trees and your workers construct a shipyard, you need that power core for the shipyard to produce boats at full capacity.

Defending your gate becomes progressively more difficult as time passes. Wait too long, and the Empire brings in AT-ATs.

The longer this mission takes, the tougher it becomes. Do not worry about advancing to Tech Level 3, fortifying Okikuti, or taking the battle back to the Empire. Granted, once you reach Tech Level 3, you could throw together a really huge army and go after the Empire, but your nova crystal and ore resources would be low, and they have TIE fighters and AT-ATs. Of course, with the right number of mounted

troopers, you could certainly trip up AT-ATs, and it only takes a few heavy anti-air troopers to mess up a TIE squadron's day, but the objective of this mission is to help Han and Chewbacca escape.



Tip

The longer you take cutting through and producing a transport, the hotter the situation becomes. If things get too hot, select Han and Chewbacca and garrison them in your command center for safekeeping. That keeps them close to the escape route and out of the line of fire.

Load Han and Chewbacca in your transport the moment it is ready, then send them north. When their transport leaves the shipyard, you win.

Ways to Lose

While most of the invasion comes from the west, some Imperial attackers also come from the north, following the path Han and Chewbacca used when they first came to Okikuti. Be thorough in sealing off both directions. Once Imperial soldiers break through your defenses, this mission turns to chaos.

Keep Han and Chewbacca away from the action. They are both aggressive and will endanger themselves.

The most imperative thing is to build a huge workforce quickly. Your goal is to get Han and Chewbacca out safely. You do not need a fleet to evacuate your entire army, and you do not score special points by taking the fight to the Empire.

MISSION 4: CHEWIE'S HOPE

Still after the jamming device, Han and Chewbacca sail from Okikuti in an armada of six frigates and two transports. This time their path brings them to Shoran, the Wookiee who helped Chewbacca in the basic training missions.

You begin this mission in the right corner of the map. Group your ships with your frigates in the front to clear the path. You can easily win this mission without any of your frigates. If Han and Chewbacca's transport sinks, you must begin again.

Sail east down the river. You run into four Imperial frigates, three near the mouth of the river and one a little way in. Have your frigates blast them. You also pass a bend in the river where a path cuts through the trees. This path leads to the first of three jamming devices that you must destroy. Do not land and go after it. Several mech destroyers guard the device. They will gleefully cut your entire landing party to shreds. Proceed to Shoran's campsite.

The first of the three jamming devices is in this small compound near the lake. It is guarded by mech destroyers and powerful turrets. Don't go after this one until you are ready.

Shoran has a riverside camp near the center of the map. The spot is illuminated on your map. Just scrolling to it, Shoran's camp looks like a safe haven, but when you actually visit the place and the fog is lifted, you see that he has been raided and some of his buildings are on fire.

You have a little breathing room before enemies strike. Use this time to build defenses and an economy. The Empire has TIE fighters and bombers. That burning building in the back is a mech factory. Use it to produce an anti-air mobile. Then train workers in Shoran's command center. Have one worker build a shipyard as your frigates sweep the lake to make sure it is clear. You may have noticed these waters are alive with fish.

You have entered an interesting three-way struggle for real estate with the Trandoshans coming in last. Small and embattled as his society is, Shoran has a better hold than the Trandoshan slavers. He has a large area of land, several buildings, and mineral deposits. They may not be under attack, yet, but the Trandoshans have a tiny population of fewer than five units and live on a small strip of land.

They pose no threat.

The Galactic Empire, on the other hand, occupies nearly one-third of the map. They have a huge city along the eastern half of the map that nearly borders on Shoran's camp. Only a small valley separates Shoran's eastern border from the Imperial turrets that guard the Empire's western flank. And in this vast and completely developed landscape, the Empire hides two more jamming devices on top of the one to the west.

Build Shoran's society. He is allowed a population of up to 125 units as long as he has prefab shelters for them. As you stock up supplies, be sure to construct houses.

You already know what to build and who to send when it comes to population building, so I will just give you a few specifics. There are large deposits of nova crystals and ore just east of your camp. Build a command center near them to collect both, as well as carbon. A large deposit of ore lies in the valley between Shoran's land and the Empire's. This is no-man's land. Do not go after that ore until you are prepared to fight for it.

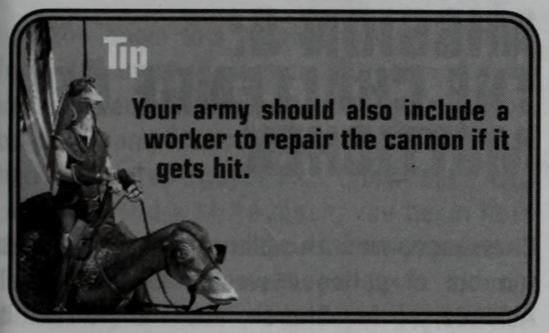
Because the Empire has such a big head start, you need cannons to batter walls, fortresses, and turrets. To have cannons, you need a fortress.

Finally, you fight dark troopers, heavy artillery, and several other Tech Level 4 weapons. Even though you don't face AT-ATs or huge wings of TIE fighters, advance to Tech Level 4. Heavy assault mechs make great mobile turrets, and you only get that weapon in Tech Level 4.

So, having built multiple troop centers and upgraded your soldiers in every way, having constructed a heavy weapons factory and a mech factory, having grown your population from 10 units to 80, and being well on your way to pushing the 125-unit limit, it's time to do a little invading.

Let's start with your isolated neighbors to the west. You do not want to engage in a shootout with the mech destroyers guarding the jamming device—at least, not within range of the turrets surrounding the device. The solution—send a cannon to destroy the turrets and heavy assault mechs to assault the Imperial mech destroyers that the Empire sends to destroy your cannon.

A wide path winds through the trees in the north side of your village. Follow that path to a ford. Cross the ford to enter a path that leads directly to the jamming device. Assemble an army with one cannon, three or four assault mechs to protect that cannon, and 10 repeater troopers to protect your assault mechs.



Tip

Your army should also include a worker to repair the cannon if it gets hit.

Cross the river and get within cannon range of the jamming device. Place your assault mechs around your cannon and your troopers in the front. Then, open fire with your cannon at the turret guarding the device. The Empire attempts to strike back, but running into your protecting army, the Empire's mech destroyers and grenadiers don't stand a chance.

Once the turrets and units are gone, demolish the jamming device.

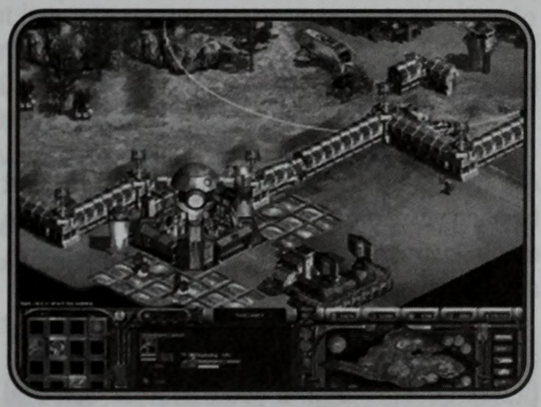
The second jamming device is on a little island in the northern corner of the map.

Destroying the second jamming device requires a little more planning. The Trandoshans have captured three advanced cruisers, which sit in their harbor. Attack the Trandoshans either by sending a fleet north, up the river, or by harvesting the trees that separate your camp from theirs.

There is no danger of them retaliating, should you decide to harvest the trees. You defeat them completely. Get to the Trandoshans by transport. The army you load into two transports is enough to wipe them out. Send workers, too. There is a large supply of nova crystals on their land, and their waters are teeming with fish. Clearing out trees will provide easy access later.

Either way, send bounty hunters or assault mechs to defeat the four remaining Trandoshans, then use the heavy cruisers to destroy the turrets guarding the mouth of the river. This allows you to bring the cruisers out of the harbor unscathed.

Your heavy cruisers have more than enough range to destroy the jamming device without being hit by the turret guarding the shore of the island. The Empire, however, has placed destroyers in the waters. Demolish this Imperial nuisance from the shore with your assault mechs, then have your cruisers level the second device.



The third jamming device is at the bottom of a hill in the middle of a massive enemy base.

After the relative ease with which you reached the first two devices, this third one feels like a struggle. You have to fight your way to it. Ideally, you should fight your way on

two fronts. The main Imperial compound has two west-facing gates. Clusters of turrets protect both gates. As you begin your assault, send cannons to bash in the gates and teams of assault mechs supported by swarms of troopers to destroy everything that pours out of those gates.

Fortresses wait behind both gates, and those fortresses have shield generators protecting them. Use cannons to destroy the power cores charging the shields. If you cannot reach the power cores safely, go after the shield generators. Smaller weapons take forever to wear down working shield generators, but cannons do it in three or four shots.

The fight to this last jamming device will be hot. Send a worker to repair your cannon when it is damaged by enemy fire. Also have your worker build a power core and shield generator to give added protection to your units.

It's a slow push to the final destination. Pushing from both the north and south, however, allows you to flank the jamming device. Once you are within cannon range, destroy it, and the mission ends in victory.

Ways to Lose

Attacking the first jamming device without building your forces would be a bad choice. The mech destroyers guarding the device are tough, and the turrets stack the odds against you.

Likewise, do not go crazy making combat units as you take control of Shoran's camp. Run out of food before you train workers, and you seriously cripple your efforts.

Finally, keep Han, Shoran, and Chewbacca out of the action. You take an immediate loss if any of them are defeated.

MISSION 5: THE CHALLENGE OF MATTICHEK

Chewbacca wants his planet back, and he has run out of patience waiting for the Rebel Alliance; so he, Shoran, and Han will do it alone. Well, maybe not alone. They plan to search the forests for those who might help; ergo, you will be building a city and popping out units.

This mission gives every indication that you will fight an epic war. The population limit is set at 150, you have a nearly complete technology tree, and the map is dotted with resources. The Empire has an enormous well-fortified city in the east. This city sits on a huge, inaccessible plateau with long-range turrets guarding its every odd corner. Troops cannot get close to this butte, and they could not climb it even if they were able to get in. You should do it in 45 minutes.

Moff Darcc's Imperial Palace: Placed on an inaccessible mountain, surrounded by long-range turrets, it's a sitting duck.

You begin this mission with 50 units of food, 100 units of carbon, 350 units of nova crystals, and a mere 50 units of ore. Your opening hand features four heavy troopers, a heavy mounted trooper, Han, Chewbacca, two pummels, and a strike mech; you begin near the western corner of the map moving east.

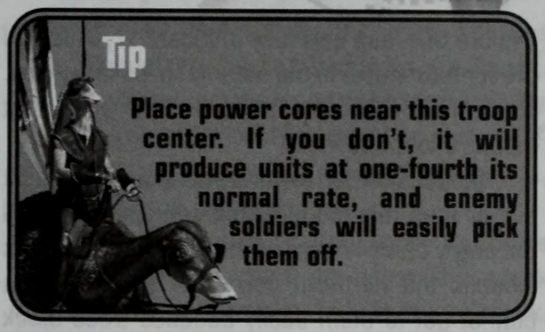
A Trandoshan waits just east of you. Defeat the Trandoshan to receive a worker. Have your worker move into the corner of the nook in which you found him, and build a carbon processing center. Now you can build an entire civilization, but that's not what this mission is about.

Run just a little farther east, and you bump into two stormtroopers. Eliminate these guys, and win a command center. Having a command center is good because these woods are dangerous, and you need someplace safe to stash Han and Chewbacca.

Stormtroopers and Trandoshan slave traders infest this forest. No matter where you go and what you do in this mission, enemies harass you by continually launching small attacks to impede your progress. You need a standing army to flush stormtroopers and Trandoshans out of your corner of the map and guard against new incursions.

At this stage, finding the nova crystals and ore that you need for turrets, heavy weapons, and mechs is troublesome. By a lucky coincidence, the Empire seems content to throw troopers and mounted troopers your way, and the only resources you need to defend against these attacks are the carbon and food it takes to produce troopers and heavy mounted troopers.

You may have noticed huge tangles of Muja fruit in front of your new command center. Train workers and clean it out. You also inherited a troop center. It's a good start, but you need more. Imperial forces know about this troop center, and a pack of stormtroopers will soon come to destroy it and everything that comes out of it.



Tip

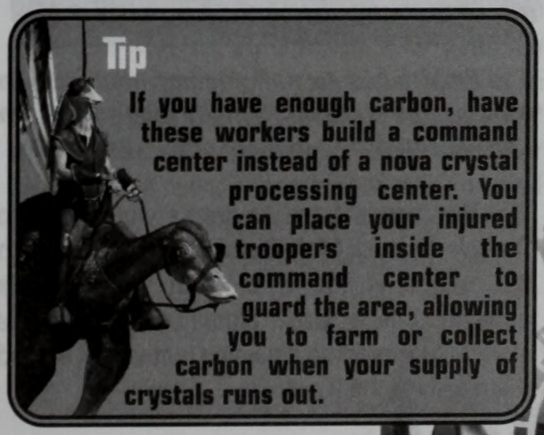
Place power cores near this troop center. If you don't, it will produce units at one-fourth its normal rate, and enemy soldiers will easily pick them off.

You may notice Trandoshan buildings scattered around the map. Most of these buildings hold Wookiee prisoners. Destroy them to add a quick boost to your workforce or army.

While you can stabilize this battle with a Tech Level 3 army, advancing to Tech Level 4 would greatly facilitate your push to end the mission. To advance, you need 1,000 units of food and 800 units of nova crystals. And those crystals are sort of nearby.

West of your command center, just below where you started out, a pocket in the woods holds two stormtroopers and three Trandoshans. Send troopers to take this area; it has a large deposit of nova crystals. You do not need to send workers for these crystals. Destroy the Trandoshan buildings just inside the clearing, and you will receive enough workers to clear the crystals.

You also find a nerf. Build a power core and an animal nursery. As you find more nerfs around the map, send them to this location.



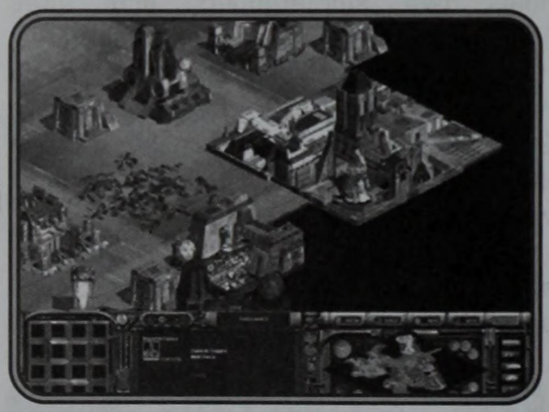
Tip

If you have enough carbon, have these workers build a command center instead of a nova crystal processing center. You can place your injured troopers inside the command center to guard the area, allowing you to farm or collect carbon when your supply of crystals runs out.

Explore this map carefully to locate crystals and ore for future use. In the meantime, build houses. You are allowed a population of 150 units; that means a lot of houses.

In fact, you can expand your population a bit bigger than the 150-unit limit suggests. A small but angry camp known as the Ittummi berserkers inhabits the northern corner of the map. You cannot get to them easily because trees block the way to their camp, but the Ittummi berserkers have an army waiting for you as soon as you send Han and Chewbacca to visit them. As you expand your power base, send workers north to harvest the trees blocking the way to the camp.

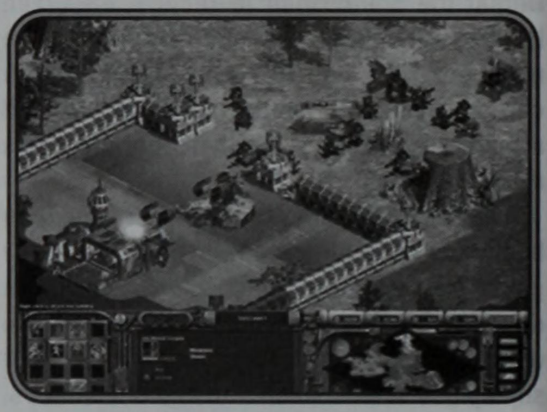
The berserkers are powerful. With a nearly full technology tree (you never get to build an airbase) and huge amounts of resources, you can have just about any kind of army that you want. Assault mechs and mech destroyers will help you clear the Empire out of the flatlands, but this mission is going to come down to long-range attacks. You need cannons.



The Empire has a small encampment with an airbase and an AT-AT near the map's southern corner. You do not need to attack this camp.

You never have to battle your way to Darcc's Palace. Moff Darcc's compound is on the equatorial line of the map. Most of his compound is a large plateau band; he has several turrets lining adjoining buttes that extend diagonally to the west.

Using cannons, destroy the turrets. Do not destroy the walls or waste your time on other targets. Just blast the outermost turrets, pack up, move closer in, and blast the next row of turrets. By clearing away the turrets, you can work your way right up to the edge of Moff Darcc's city. And from this vantage point, your cannons will be able to destroy the Palace.



An important lesson: Why invade when you can stand at a safe distance and simply bombard the joint?

Once you destroy the Palace, a scripted event shows Chewbacca chasing down Weebacca and gunning him down. This marks the end of both Weebacca and the mission.

Ways to Lose

While this mission is large and sweeping, it neve quite reaches the intensity of earlier missions You do want to keep Han and Chewbacca comfortably nestled in their command cente unless absolutely necessary. Aggressively flush enemies out of your area. Once you do, th mission is pretty much yours.

MISSION 6: AVATAR

Pekt, the Trandoshan slaver, and Moff Darcc, the official of the recently vanquished Galactic Empire, have fled to the Avatar Orbital Space Station. Before leaving Kashyyyk, however, they packed away a few slaves, mostly advanced berserkers. Attichitcuk, Chewbacca's father, was among the captured. Now Han and Chewbacca have to take a team into space to save Attichitcuk and avenge Kashyyyk.

As the mission begins, Han and Chewbacca, two cannons, two heavy assault mechs, two heavy mech destroyers, eight heavy troopers, two anti-air mobiles, and six advanced berserkers have landed in the southern corner of the Avatar space station.

Standard turrets guard the west, north, and east corners of this small platform. The southern corner has an anti-air turret. Shuffle all of your men into that corner, then use one of your cannons or your assault mechs to clear out all of the turrets.

Your team lands on a platform guarded by turrets. Head south; the turret in that corner is anti-air.

Clear all turrets, including anti-air turrets. Fighters join you shortly, and they won't be able to fly to your aid if those turrets are not cleared out. Your aid, by the way, includes Luke Skywalker and Lando Calrissian. As you know, whenever there are heroes on the screen, you must protect them. In this case, you must keep Lando, Luke, Han, Chewbacca, and Attichitcuk safe from harm.

For simplicity's sake, let's describe locations on this platform using the clock analogy. Your team landed at six o'clock. There are similar platforms in all four corners of the space station. All of these platforms have turrets. The platform at nine o'clock has a fortress, a troop center, a heavy weapons factory, and a mech factory. The platform at 12 o'clock has all of the same buildings except it has a spaceport instead of a fortress.

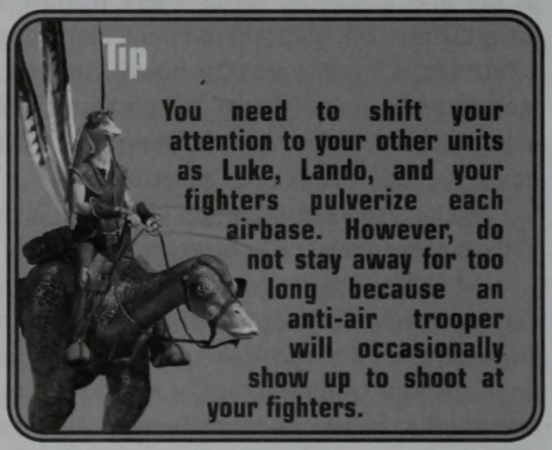
Avatar also has four smaller platforms. Each of the smaller platforms contains an airbase.

All of these platforms are connected by a diamond-shaped bridge running around a large central floor. Along the perimeter of this floor are four troop centers, a mech factory, and another heavy weapons factory. Avatar's main reactor is in the center of this floor. Do not go after it. Destroying this central reactor is the least of your worries for now.

You should progress around the external ring of Avatar going clockwise. As you head toward the nine o'clock platform, Lando Calrissian flies the *Millennium Falcon* over to join you. Luke Skywalker and three other X-wing pilots accompany him.

Here comes the first strategy for beating this mission. In 10 minutes, Moff Darcc and Pekt will run to an airbase and abandon Avatar. If they flee, you lose. The mini platforms with the airbases are not guarded by anti-air turrets. Being careful to steer your air wing well out to space before going around the corners of Avatar, have your fighters attack the airbases on the mini platforms.

Follow a pattern when attacking airbases. First, clear out any TIE fighters guarding the base. Next, destroy the power core to slow production on additional fighters. Follow up by concentrating all of your firepower on the base. When the base is destroyed, fly straight out to space again, circle around the station (being careful not to come in range of the anti-air turrets), and repeat the pattern on the next station.



Tip

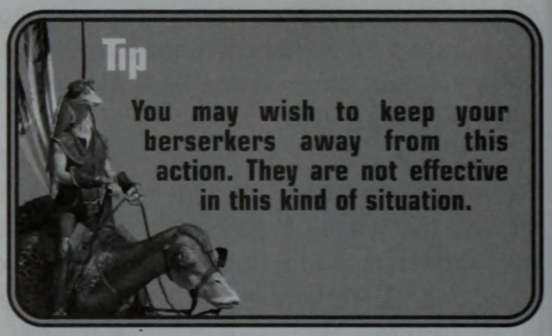
You need to shift your attention to your other units as Luke, Lando, and your fighters pulverize each airbase. However, do not stay away for too long because an anti-air trooper will occasionally show up to shoot at your fighters.

As your fighters clear the air, have your ground forces begin clearing the ring around the orbital space station. Because it has a fortress, the platform at nine o'clock will be the toughest to attack. You have to deal with troopers and artillery on later assaults. This one puts your troops against dark troopers.

Tip

This is a moment when your air and ground forces can work together. Once you clear out the turrets, take an assault mech to the inside corner of the platform and destroy the nearby anti-air turret. This clears the way for your fighters to come in and destroy the ground turrets that block your way to the next platform.

As soon as Lando and company have cleared the airbase out of the way, send one of your cannons toward the nine o'clock platform and send the rest of your ground team to protect it. Dark troopers and strike mechs charge at your men from both directions on this bridge, but your assault mechs can destroy them.



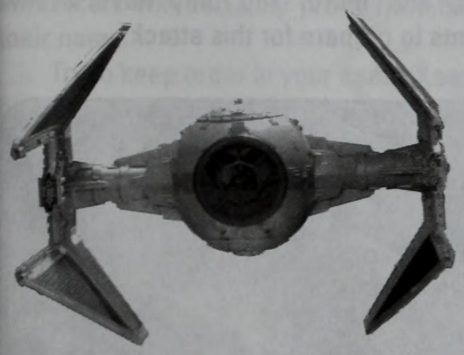
Tip

You may wish to keep your berserkers away from this action. They are not effective in this kind of situation.

Destroy this fortress, and your assault on Avatar quickly becomes a lot less problematic.

Move within cannon range of the fortress. Make sure your units stay in tight formation. They tend to run off chasing enemies and get eliminated in these situations. Keep them tightly together and in "Stand Ground" mode. Have your cannon destroy the fortress, then destroy the two closest turrets.

Once the fortress collapses, Pekt runs out and yells something about ugly humans. Fry his green insectile butt. Once he is out of the way, repack your cannon, move a little

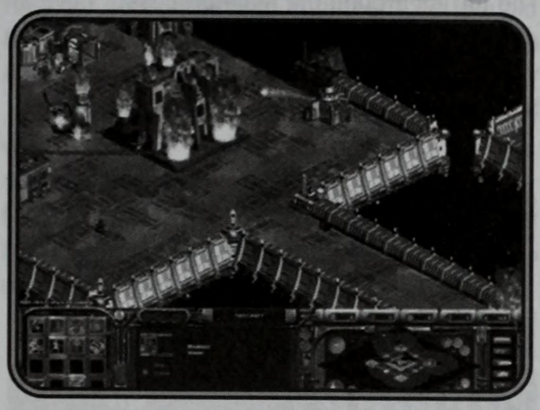


forward, and bombard the power core and the heavy weapons factory. Once those are gone, move in closer and destroy the last troop center, the mech factory, and the turrets on the platform. Then turn and destroy the anti-air turret in the facing corner of the main building.

Now that this part of the attack is complete, the rest of your assault goes considerably faster. With the southern and western anti-air turrets gone, your air wing can destroy the power cores in those corners of the building, effectively shutting down two of the troop centers and the mech factory.

As they do this, have your ground forces proceed to the 12 o'clock platform. This will be a much easier assault. This platform has a spaceport instead of a fortress, and the only thing a spaceport can throw at you is a cargo hovercraft. You still have to deal with pummels, stormtroopers, artillery, and turrets, but this is a vacation compared to the dark troopers and, of course, the big blasters of the fortress itself.

Follow the same procedure. Take out all turrets on your way to the platform, then take out the outermost turrets on the platform, followed by the power core, then the factories. Last of all, destroy the anti-air turrets in the corner of the platform and on the facing corner of the main building. Once you have cleared the anti-air, send in your fighters to clear the turrets and power cores on the main building.



The final platform has a holding pen instead of factories. Use your assault mechs to destroy all four turrets, and the Wookiees will be free.

With all but the final two anti-air turrets out of the way, your pilots will have pretty free rein of the station. Send them to clear out any enemy units they may find, but be sure to keep them away from the eastern corner of Avatar until after you have cleared out those final anti-air turrets.

Use your cannons to clear turrets out of the way to the last platform, but send your assault mechs to destroy the turrets that are actually on that platform. Once all four turrets are gone and the Wookiees are free, fire your cannons at the main reactor. You win when the main reactor explodes.

Ways to Lose

Some of this is obvious. Protect your hero characters or you lose. You can win without using the air wing by dividing your ground team in half and sending one team clockwise and the other counter-clockwise, but that is the only other way to get to all of the airbases in time, and you will take heavy losses.

It would be nearly impossible to win this mission without cannons, so protect them.

The turrets around the main processor have an elevation advantage and have better range than your assault mechs. So protect your cannons and your fighters, and you should do fine.

MISSION 7: THE LIBERATION OF KESSEL (BONUS MISSION)

This is it, folks, the cataclysmic final battle. Han, Chewbacca, Luke, and Lando have flown to Kessel, a planet dominated by a global penal system. According to *Star Wars* literature, wardens on Kessel force prisoners to mine spice in labor camps. Rather than introduce a new resource to the game, the people who designed this game have prisoners mining ore, but they also mention spice in the introduction.

Lando and the boys have not flown to Kessel to buy spice, or to steal it. They have heard that the Imperials running the planet are pulling out, and pulling the plug on the atmosphere generator that gives the prisoners air.

Along with your four heroes, whom you must protect, of course, your landing team includes one transport, six workers, two anti-air mobiles, six repeater troopers, three berserkers, and six advanced fighters. You start this mission with 500 units of each resource and a town with a command center, a fortress, and five houses. But guess who's coming for dinner? The whole Imperial Army, that's who.

In the first few minutes of this mission, enemies of all shapes and sizes march across this penal desert and try to end the mission early. Expect to fight off TIE fighters, heavy pummels, artillery, troopers, heavy mounted troopers, AT-ATs, mech destroyers, strike mechs, and more. You only have a few moments to prepare for this attack.

This is a good way to survive this invasion.

First, there are several banthas meandering around your camp. Looks like you may be trapped indoors for a while, so build an animal nursery and rope in those heifers. Build a shield generator beside your power core. Next, place Han, Chewbacca, Luke, and Lando inside your command center, where they will be safer and where they can man large cannons. Train as many workers as you can, and place three or four of them inside your fortress.

Send a worker to the top corner of the map to build a carbon processing center. Send other workers there to provide you with a steady flow of carbon.

Finally, assign your fighters to guard your fortress. Have a worker build one anti-air turret and one regular turret within the protective circle of your shield. With any luck, you will get most of this finished before the storm hits.

And the storm will hit. Enemies will stream up from the south, and they continue to run in for nearly two minutes. During that time, your fighters dash from target to target, completely losing their original position. Pummels line up around your turrets. Most of your soldiers will be defeated, and your

berserkers will certainly prove how they got their name.

Try to keep order in your camp. Keep your fighters from straying too far and your troopers and berserkers inside the protection of your shield. Continue creating workers. Keep some around your village to repair buildings and turrets, but send most north to harvest carbon.

Suddenly, the attacks stop. An occasional stormtrooper still meanders in to attack your workers, but the enemy camps have exhausted themselves. As long as you manage your resources and do not do something foolish with Chewbacca, Lando, Han, or Luke, you've already won this mission.

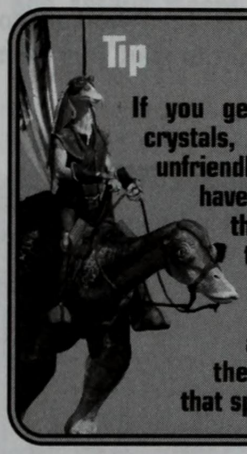
There are four atmosphere factories around this map. Besides keeping your heroes safe, your only objective is to place a power core beside each factory. Unfortunately, the factories become tougher to reach as you move east across the screen.

The first factory is along the northwest edge of the map, just west of your camp. Send a worker over to build a power core. Make sure the factory is within range of your core before building it. Allowing for proximity becomes very important with later factories.

You do not have to destroy the Empire's detention facilities. You are not waging war on each camp, and you are not responsible for clearing out buildings. This is very important. Waste time going after unnecessary targets, and this mission can go on for hours. All you really need to do is locate the best paths for reaching the various atmosphere factories, clear any obstacles out of the way, and build your power cores.

You need more than carbon to deliver those cores. All of the atmosphere factories are on isolated buttes, for openers, so you need transports to get to them. Most of them are surrounded by anti-air turrets and fortresses, so you also need a way to clear the road for your transport. You need ore to build cannons, nova crystals to build assault mechs, and food to train an army.

Getting carbon, food, and nova crystals will not be a problem. The entire map is covered with carbon rock, so plant farms for food. Crystal is less plentiful, but if you survey the battlefield, you find enough to last for a while.



Tip

If you get desperate for nova crystals, build a spaceport. Your unfriendly neighbors to the east have a spaceport just inside their gate. Send cannons to break a hole in their amazingly strong shield walls, and cannons or a pummel to pulverize the turrets surrounding that spaceport.

Other than carbon, which is everywhere, ore is the second most plentiful resource on this map. The problem is getting to it. As soon as the big invasion ends, load three workers onto your transport and fly them due east. A penal colony mines a huge deposit of ore just below the ridge to the right. Have your transport drop your workers just below the ridge and along the edge of the map. Tell your workers to construct a command center, a power core, and a shield generator. Then have them start collecting ore while your new command center cranks out more workers.

Do not be afraid to place turrets around this center as you gather more ore. The Empire will challenge your claim on this stake, but it's a battle you can easily win.

It is time to work on the air condition around Kessel. Send a worker out to the cliffs where the first atmosphere factory is located. Build some turrets around its ledges, then send out a cannon. From the southernmost edge of that cliff, bombard most of Detention Center C, one of the two small camps in the center of the map, with your cannon. Your cannon can't reach everything, but it hits the shield generator and the fortress, and that clears the way for you to send workers to collect ore and a transport to start your next mini invasion.

Tip

Before you build your ore processing center and send in workers, send fighters and bombers to destroy the troop center and turret that your cannon could not reach. Be careful not to allow your fighters to stray east; otherwise, the fortress in Detention Center A will shoot them down.

A nearly abandoned town sits along the eastern edge of the map. This town does not have much in the way of anti-air defenses. It has a mech factory, an airbase, and a power core, all of which is surrounded by thick walls. First, have a wing of fighters swing by and destroy the power core, then have them remain to protect the next wave of this invasion.

Send three berserkers, a cannon, and a worker in a transport. Drop them just inside the northern wall of the town. Have the berserkers destroy the mech factory and airbase while your cannon destroys the two fortresses and three turrets overlooking the town from the ridge to the south. Once these buildings are gone, use your transport to take your worker to the ridge below the second atmosphere factory. Do not get too close; there are more fortresses and turrets just beyond that factory. Have your worker construct a power core, then have your transport collect the entire party and head back to base.

This ridge may look dangerous, but it is nothing compared to the next two.

To get to the next atmosphere factory, you need to blast your way down the corridor that separates Detention Centers C and A in the southeast sector of the map. You have a tough job ahead. With assault mechs and troopers guarding your cannon, you must blast through five regular turrets, three anti-air turrets, and two fortresses.

Unlike C, which spent itself dry in that early attack, Detention Center A still has multiple AT-ATs, TIE bombers, repeater troopers, mech destroyers, and grenade troopers. Even if you slip into the pass between A and C cleanly and do as little damage to A as possible, you will get detected. If a battle ensues, you will probably lose every unit you sent. You can rebuild more easily than Detention Center A; damage the

opposing army as much as it damages yours, and you will actually come out ahead.

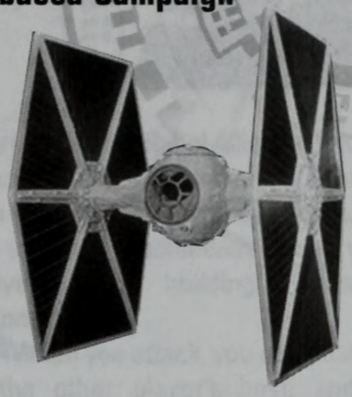
The ideal situation is to move your army down the center of the map. When you come within range of the fortress guarding the entrance to Detention Center C, destroy it with your cannon. Proceed east slowly. Blast every turret and fortress that comes in range of your cannon. When you are northeast of the butte with the third atmosphere factory, clear out all the turrets, then send an assault mech to the base of the butte to defeat the dark troopers and bounty hunters.

Once the coast is clear, send a transport with a worker to the top of the butte and build a power core near the atmosphere factory.

The final factory is in the heart of Detention Center A. This target has six anti-air turrets around it, along with five fortresses and three regular turrets. Amazingly, getting to this factory is not as bad as it sounds. Most of Detention Center A's troops gather together in the southern end of the camp. Send your cannon to blow a hole in the wall at the north, then send in a heavy pummel to destroy the turrets along the inside of that wall.

Once the turrets are toasted, send a cannon in that hole at the top of the wall. You do not need to clear every turret and fortress out from this low ground area. Just destroy the anti-air turrets guarding the northern edge of the butte. Then use transports to take assault mechs, berserkers, and a cannon to the top of the butte.

This ridge may look impregnable, but you do not need to clear every turret out of the way to win.



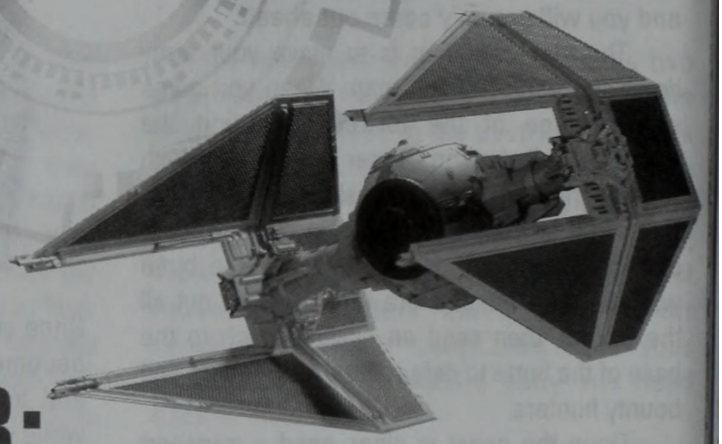
Once you are on the ridge, the anti-air turrets become meaningless. Use your berserkers and assault mechs to clear out any threats while your cannon destroys the fortresses and regular turrets from long range. When you have cleared the three fortresses along the north and west sides of the factory and the two turrets sitting beside the factory, send in your workers.

As you have probably noticed, a blue circle appears once you assign workers to make power cores. This circle shows the radius that the power from the core can reach. Keeping as far to the north as possible, have your worker approach the factory. When the circle overlaps the factory, build the core. You win the final mission when the power core is complete.

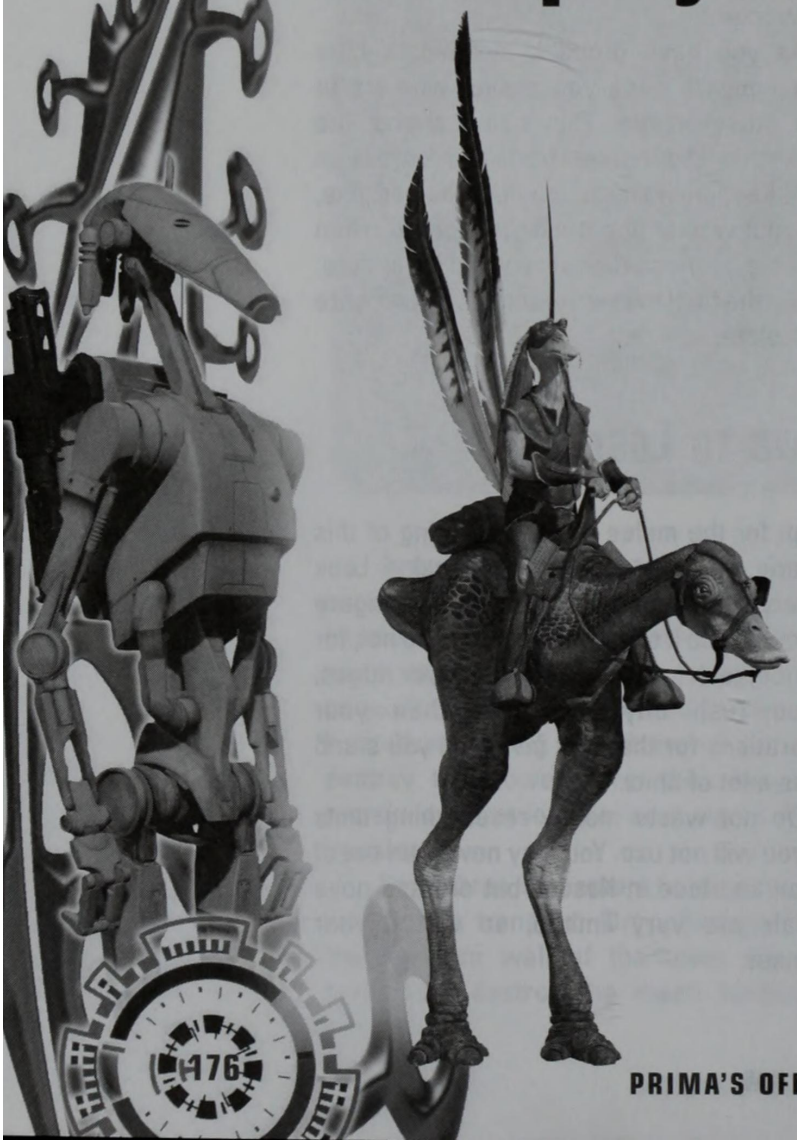
Ways to Lose

Except for the melee at the beginning of this scenario, this is a very sensible mission. Look at every landscape logically and try to figure out how to use it to your advantage. Do not, for instance, rush toward walls, valleys, or ridges. If you rush anything other than your preparations for that first invasion, you stand to lose a lot of units.

Do not waste money researching units that you will not use. You may never run out of carbon and food in Kessel, but ore and nova crystals are very limited, so watch your expenses.



Chapter 13: Multiplayer Strategy



The toughest test for any player is to take his or her skills online. You can get away with a lot of tricks playing against the computer that you could never pull off against a real human being. To win against real players, you need to know the hidden nooks and crannies that make this such a well-balanced game.

In the weeks before this game went to market, LucasArts' best players battled each other constantly to discover strategies for playing the game. Some of the company's better players agreed to share what they have learned on the job.

Nick Eberle

Quality assurance tester Nick Eberle's ***Star Wars* Galactic Battlegrounds** skills have earned him a reputation around LucasArts. When you ask people who is the best player, Eberle's name usually tops the list.

Nick is a Rebel Alliance man. He appreciates a well-rounded attack but knows that each of the six civilizations has its own set of strengths and weaknesses. While he sometimes plays other civilizations, he likes the Rebel Alliance's combination of land, air, and stealth.

Prima: Which civilization do you prefer?

Eberle: One of the great things about this game is that each civilization is just a little different than the others. I can play different civilizations, depending on my mood. I really like playing the Rebel Alliance. They're a great troop civilization. They have Jedi and they have air.

I also like the Galactic Empire a lot. They have a lot of good mechs and they have Jedi, as well.

Prima: Do you prefer playing on a team or every man for himself?

Eberle: I prefer to play on a team.

Prima: Which civilization do you like to team up with?

Eberle: A good teammate for the Rebel Alliance would probably be the Galactic Empire or the Trade Federation. Both of those civs are really strong in mechs. The Rebels lack mechs. It's not that the Rebels are weak in mechs, I guess. It's just that the Trade Federation and Galactic Empire are better, so they kind of complement each other. In the same respect, the Rebels have very good air, and the Galactic Empire and Trade Federation are not quite up to par in air; so they make an excellent combination.

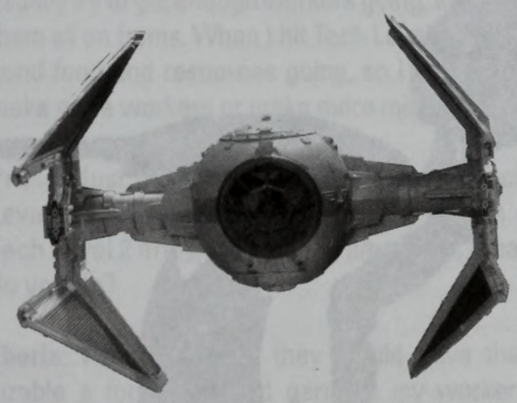
Prima: Do you use any special tactics?

Eberle: With the Rebel Alliance, I like to use Jedi Masters. They can convert buildings and they also have stealth. If you can slip a Jedi Master into the back of somebody's base, you can start converting the buildings. Those buildings become yours.

When you attack, you can push on the front of the other player's base and then start producing units out of the back of his or her base. You then have that kind of double combination going. You're not only going to hit the other players on two sides, you're going to cut off their production because you converted their production facilities.

Since we have air units in this game, learning to use transports becomes very important. You can use them to load up pummels or even cannons, then drop them in somebody's base and basically devastate the area. That's a very good tactic.

Prima: Are Rebel transports more durable than others?



Eberle: No, all air transports are the same. Just the fact that transports can slip in when you're not expecting them is enough. It's important to find weak points. Seeing what the enemy does not have and exploiting that area is another good tactic.

Prima: Do you use turrets very much?

Eberle: I do, but not excessively. Turrets are very good for fortifying an area and they're very good when you try to protect resource piles early. I know some people use them exclusively as a push [see Chapter 5]. I'm not a real big fan of that personally, but it's effective.

Prima: Why don't you like it?

Eberle: I prefer to use units.

Prima: Cheaper?

Eberle: To me, I think it's more effective overall because they're mobile and I can do more with them. With turrets, I need to create new ones for every new area. I prefer units because I can move them.

Prima: Do you prefer Death Match or Random Map?

Eberle: I prefer Random Map over Death Match. I think it creates a better challenge because starting out with a small amount of resources forces you to decide what is crucial. It makes you manage your resources better. If you put all your money into one sort of technology or upgrade and it turns out that you should not have done that, you pay for not checking out what the enemy had and countering what he or she was doing. I think this makes the game more dynamic.

Prima: How do you like to start your game?

Eberle: You get to set the parameters before you play. I like to set the population cap at 200. I also like playing with a lower population cap, say 75, because the lower cap means each unit is more important. You have to look at each unit a lot more tactically and decide how to use it better.

I generally spend Tech Level 1 working on resources. I continue to produce troops throughout all the tech levels. I know some people don't produce troops within the first tech level, but I think it's good to start.

Prima: How many troopers and how many workers do you like to train in the opening moments?

Eberle: I like to have about half my population be workers. When it comes down to it, I'll usually end up pushing on opponents. If I need to, I delete workers (hitting Delete eliminates units) and queue up military units.

Prima: You have approximately 100 workers in your average game. You start with three workers. Do you build shelters? What do you do next?

Eberle: Actually, I take all three workers and I build three houses. You start with enough resources to train four new workers. You start out with 200 units of food, and it costs 50 for each worker. So, I immediately queue four workers and then I set them on the nearest carbon source. And when those first guys are done building the houses, I set them on carbon, too. Then I scout around for food, depending on what type of map it is and where the food is. I usually shift some guys over to food as my resources grow. Then I start putting up processing centers for faster production. My resources grow, and I keep queuing workers the whole time.

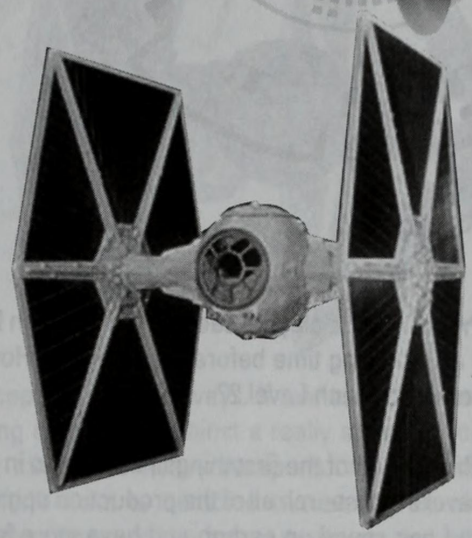
Prima: Do you have a preference for sources of food?

Eberle: One of the neat things about our game is that we have animal nurseries. If I have a map where there are nerfs or banthas, and there are enough of them, I'll usually garrison them, even if there are other resources. Then you get that slow trickle of food. If I find bushes or huntable animals, I'll usually go for those first.

If food resources are low on your map, you're better off using animals now instead of garrisoning them. You need to have that food going from the beginning of the match to get workers. You will have a lot of workers in the later tech levels. You will have a lot of carbon, and you can go farm crazy.

Prima: How many workers will you have when you move to Tech Level 2?

Eberle: Usually I'm going to have about 25 to 30 workers when I move to Tech Level 2. And I'll usually have about 10 to 15 military units. Sometimes I make military guys while I am going to the next tech level. From Tech Level 2 to 3, I'll usually have about 50 or 60 workers. At that point, I might have a few more workers than military units.



Prima: Some people jump from Tech Level 1 to Tech Level 2 as quickly as possible. Do you rush it?

Eberle: I think you should build up your economy so that it's rolling, so to speak. If you ride the edge and go the bare minimum to go to the next tech level, you'll be kind of hurting when you hit it. I usually try to get enough workers going, and I put them all on farms. When I hit Tech Level 2, I have good food and resources going, so I can either make more workers or make more military.

Prima: Just out of curiosity, if you're in Tech Level 1 and somebody comes riding in with a Tech Level 2 army, obviously a small one, what do you do?

Eberle: I can't imagine they would have that sizable a force. I would garrison my workers within my command center and have the command center fire at them. Then I would produce some military units inside my troop center, then pop them out when I had enough that I thought I could beat them.

Prima: A lot of players seem to look at Tech Level 2 as a holding time before Tech Level 3. How do you utilize Tech Level 2?

Eberle: One of the first things I usually do in Tech Level 2 is research all of the production upgrades so I can speed up carbon and have more food. I research anything that makes workers faster, then I make more workers. I'll start putting them on different piles depending upon what I need.

I'll start putting people on nova at this point because I'm going to need nova to go to Tech Level 3 and for different units. I'll usually put down a war center because that is where you get all your military upgrades, then I'll put down a mech factory. Depending on how the match is going, I might put down a second mech factory as I move up to Tech Level 3. That way I can have two mech factories ready to go when I reach Tech Level 3.

When I hit Tech Level 3, depending on my resources and what's going on in the game, I'll either create a bunch of mechs or I'll build a couple other command centers. Sometimes I'll find ore next to carbon or nova, and that's a great place to put a new command center.

I continue to put down extra military buildings, too. If I'm going to use a lot of mechs, I'll throw down more mech factories. Usually I'll put down an extra war center just so I can research things faster. I have the same number of units that my enemy has, but mine are better upgraded so I'm going to win.

I usually put people on ore at the end of Tech Level 2. At Tech Level 3, I'll usually put out a fortress.

Prima: Are you aggressive in Tech Level 2?

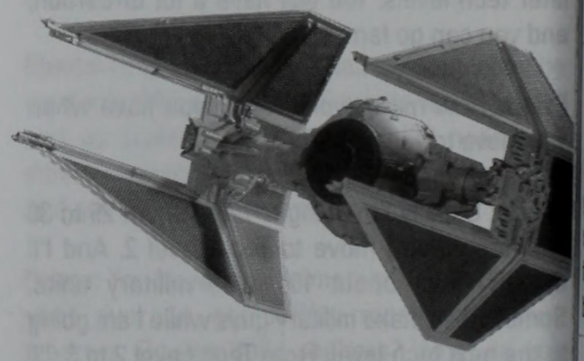
Eberle: Usually by Tech Level 2, I'll take out my troopers and go hit their workers to slow down their economy. If I can keep them pinned in, that gives me the economic edge.

Prima: Any strategy for Tech Level 3?

Eberle: By Tech Level 3, I've got additional facilities and additional command centers. This is probably when I'll hit the enemy the hardest. If I can keep them stalled, this is kind of a decisive level. If you can get your enemy really good at this point, then you can reach Tech Level 4 first and you'll have superior units.

Prima: Any tricks I should know about?

Eberle: Actually, I like putting a lot of sentry posts around so that I can see what the enemy is doing. I try to blend them in with the trees as much as possible. They're not that noticeable, and they also act as detectors if anybody is using stealth against me.



Bryan Finoki

Bryan Finoki describes himself as a "crafty infiltrator" when it comes to this game.

In his two years with LucasArts, Bryan has worked on such previous *Star Wars* titles as Battle for Naboo™ and Force Commander™. He admits that ***Star Wars* Galactic Battlegrounds** is the "coolest" game he has worked on during his time with the company.

Prima: Which civilization do you favor?

Finoki: I'm pretty much a ground unit kind of person, so I like the Trade Federation. I also like the Wookiee civ. Those are probably my two favorite civs.

Prima: Do you like to tag team with any particular civilization?

Finoki: I like playing on a team, but I also like individual. I think team is more dynamic because you can really kind of utilize the strength of your civ in connection with someone else and the strength of his or her civ.

If I'm going to be the Trade Federation, it's always nice to team up with the Rebels because they have the Jedi and they've got the air, and then as the Trade Federation, I've pretty much got the ground covered. It's weird .... As teams, it's nice to have someone to play an air-strong civ and someone to play a ground-strong civ.

Prima: What if you teamed up with another ground-strong civilization? Instead of looking for somebody who filled your gaps, you could look for somebody that had the same strengths and become an über ground force.

Finoki: Yeah, but then you could become really susceptible in other ways. If two totally ground-strong civs go up against a really strong air civ, they might use heavy weapons. You certainly wouldn't want to combine two strong air civs together because the heavy weapons and anti-air are too strong in the game. And you really wouldn't want two navies, I don't think. Though I guess that two navies might work on some maps.

Two ground-strong civs is not a bad idea because the game leans more toward a ground sort of game. When it comes down to it, this game is kind of a ground game. You know, two heavy mech civs together could be pretty tough.

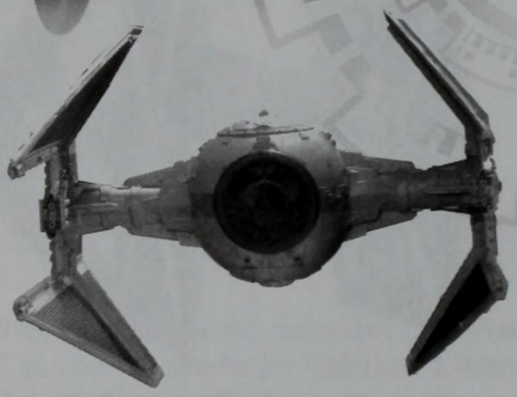
Prima: What's your favorite weapon?

Finoki: I like the strike mech. You cruise around, you're fast, you can take out troops, you can take out workers .... You get them in Tech Level 3, so if you jam to Tech Level 3 first, you can take the other player out pretty early.

Prima: And strike mechs don't cost much.

Finoki: Yeah, they're affordable. You can crank them out, and they're good against troops. They're pretty mean against a lot of things, actually.

Prima: But the Trade Federation strike mech is a skinny guy on a speeder bike.



Finoki: Yeah, exactly. He looks cool, right?

Prima: Does he have much bite when he hits?

Finoki: They do OK against troops. Then the heavy strike mech is great, especially going up against troop-strong civs like the Rebels or the Wookiees. You want to have a bunch of heavy strike mechs and cruise them around. You can sneak in with them and take out workers when your opponent is not looking. They're quick. They're maneuverable. They're lethal against troops, and they're just good to have in the mix with all your other ground troops as well. They are the first real unit that you get that can go out and take over. I'm always trying to rush to Tech Level 3 to get strike mechs.

Prima: So what do you do when you run across somebody who throws a lot of air power at you early on?

Finoki: Another good strategy is to run to Tech Level 3 and get some fighters. If the fighters are really hurting you, build an anti-air turret or just crank out some AA troopers. In the beginning, your AA troopers dominated. They've been scaled down a little. I think they'll still do pretty well, but they have been scaled down recently a little bit.

I don't really feel too threatened by fighters because I can crank out some anti-air troopers or fend them off with a turret. They're good for defeating workers. That can be a problem.

Prima: So what would be the ideal tag team partner for the Trade Federation?

Finoki: The Trade Federation has troopers, and mechs and heavy Weapons, so I would like someone with air and Jedi.

Prima: Rebel Alliance?

Finoki: Yes, definitely. The Rebels or Naboo—they are strong Jedi, as well. That would be my ideal combination.

Prima: And your favorite opponents to fight against?

Finoki: I like to take on the Wookiees. Interestingly enough, I like taking on the same type of civs that I prefer playing myself. Maybe it's just my own personal limitations, but I tend to stay away from using the Jedi even though I think they're probably the biggest weapons in the game if you use them correctly. And vice versa, I don't really like playing against Jedi.

Prima: Walk me through the opening few minutes of a mission, or of a random map.

Finoki: All my workers are hunting and eliminating nerfs if I can find nerfs. Maybe one worker is collecting carbon to keep that going, but basically I just get as much food as I can. As you produce food, you create new workers simultaneously.

Prima: How many do you want in the beginning?

Finoki: You know, as many as you can get. I keep producing as many as I can through the first two or three tech levels. So, it's not like I'm thinking, "Oh, I've got this limit. Now I'm going to stop." As long as you can get away with it and you're not under attack, you keep making food and you keep making workers. The more workers you have, the more carbon you can get. That's the way I look at it. Later on, you have the armies and you're out there battling. That's when you want to sacrifice workers; but in the beginning, it's all about how many workers you can produce and how evenly you can get your resources up.

Prima: When you say "evenly," do you mean evenly between food and carbon, or are you also going after nova crystals and ore?

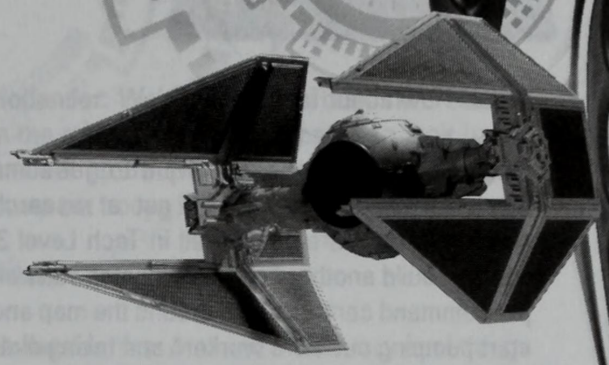
Finoki: Food and carbon in the beginning. In Tech Level 2, I definitely get some workers on nova.

Prima: And ore?

Finoki: And ore, yes. I may even put a worker on ore in Tech Level 1 if I think I'm doing pretty well and there's a huge pile right there. It depends on how things go. But food and carbon are definitely the most important things in Tech Level 1. By Tech Level 2, I start thinking heavily about nova because you need nova to move on to Tech Level 3.

Prima: For the kinds of units you build, do you need much ore?

Finoki: Not really. I like ore for fortresses. If it's there and I see it, I'm going to go take it so that I can limit the resources for other players who might need it.



Prima: How long should it take to go from Tech Level 1 to Tech Level 2?

Finoki: Sometimes you don't want to rush straight to Tech Level 2, because if you do, you've got nothing when you start 2, and then you're susceptible. If you stockpile a lot of resources by the time you go to Tech Level 2, you've still got resources and you can build things right off the bat.

But if you're going to go fast, I think you can go from Tech 1 to 2 in 12 minutes. It takes 15 to 17 minutes if you take your time. We've gone through so many different strategies with this game. In the beginning, everyone was into the immediate rush and the nature of the game was hyper sped up.

Prima: Do you do anything special in Tech Level 2?

Finoki: You build a war center so you can start upgrading your troops. That's really the most important thing. At that point, you might look at making a couple of troop centers and maybe a couple of war centers if you want to hit somebody fast with some upgraded troops and if you've got a lot of carbon to throw down.

Prima: How about Tech Level 3?

Finoki: In Tech Level 3, you want to get some mech factories. You want to get a research center. If things are going well in Tech Level 3, you can build another command center. You can put command centers down around the map and start pumping out more workers and taking over resource piles.

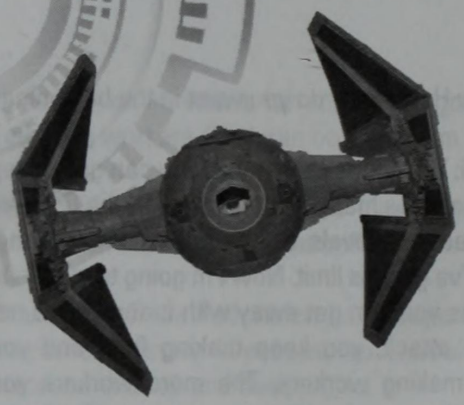
Prima: Do you try to scout the map in Tech Level 1?

Finoki: Yes, definitely. In Tech Level 1, your scout is constantly moving until it gets defeated. Then, in Tech Level 3, you can build an airbase. Sometimes it's good to build one right off the bat even if you're not an air civ. People don't expect to see fighters right off the bat, so you catch them off guard and it forces them also to build anti-air because you've got them scared. That can throw them off a little on their economy.

A lot of times people think, "Oh, he's playing the Trade Fed. He's not going to build any air." Well, come Tech Level 3, I've suddenly got fighters attacking their workers and they are confused. This tactic works some of the time.

Prima: But it does sound like you wait for Tech Level 4 to do your major attack.

Finoki: It depends on how the game is going. If things aren't going too well, I'm going to attack early. If things are going pretty well in Tech Level 3 and someone attacks me and they've kind of suffered a little bit, I'm going to go right back after them. It depends on the nuances of each game, but I try and attack early. That's definitely the key to winning the game.



Prima: What population limit do you like to play?

Finoki: I like to set the cap at 100. You can get a lot of workers and good units with big population caps. It's a little trickier with lower population caps. You produce a lot of workers to produce a lot of resources in the beginning, and suddenly you have to cut back when you have to work on your army. I think 100 is a pretty good amount.

Games with higher population caps get a little out of control. You've got 80 workers, and 20 of them will inevitably still be standing somewhere because you can't possibly tend to all of them, and those armies just get a little bit crazy.

Prima: Describe the perfect army for finishing a game.

Finoki: Cannons, pummels ....

Prima: How many of each?

Finoki: Pummels, pummels, pummels. They're ruthless; they're tough. They go in and take things apart. If you want to go in and start leveling your opponent's base while you've got troops to take out their units, pummels are your thing ... and, obviously I want to have some cannons in the back lobbing over my pummels. Wookiee artillery is pretty mean, so I like having artillery. You definitely want to have mech destroyers. And heavy assault mechs; you want to have those if you can.

Prima: Any dirty tricks you can talk about?

Finoki: It's weird. In the beginning, I used to kind of like to try and divide up my troops into two groups. I'd go out with the smaller group so that people would think I had a smaller army. Then maybe I could sneak around somewhere with the majority of my force and hit their military from behind or at least hit their base when they are not ready. Instead of just mounting one huge obvious force that's just going to steamroll, I like to try to be a little crafty.

Prima: Do you use formations?

Finoki: I do. I use the staggered, in general, when I am cruising along. With the Gungans, when they are under the shield generator, you want to use the box formation. That seems to help keep your units within the shield radius.

Matthew Keast and Chane Hollander

Chane Hollander, the lead quality assurance tester on the ***Star Wars* Galactic Battlegrounds** project, leads a team of 16 people. These are the folks who play through the game, checking it for content balance and technical issues. If that sounds like a fun job, hang around LucasArts in the last weeks of production. These people spend long hours in a high-pressure situation, and they're still having fun.

Matthew Keast is one of LucasArts' top ***Star Wars* Galactic Battlegrounds** players. Keast and Hollander have strong opinions when it comes to this game. They have opinions about everything from economic assaults to the best use of power cores.

Hollander: We're finding that teams kind of meet in the middle, so to speak, between their bases and set up troop centers and a power core to pump out troops faster than their opponents can.

Prima: Shared power cores?

Hollander: Yes. And one of the very cool things you can do if you're doing an offensive siege on your opponents is to use their power cores as your main targets, because when you have unpowered buildings everything produces at 25 percent as opposed to the full 100 percent.

Keast: But your primary targets when you enter an opponent's base are the power cores throughout the game because destroying them cuts off their unit production.

Prima: And they're easy to destroy?

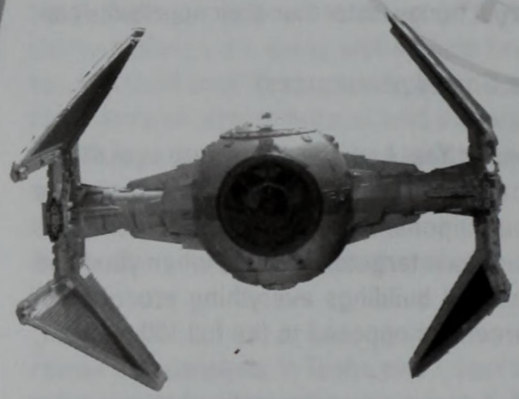
Keast: They're very easy to destroy.

Prima: It also turns off their shield generator.

Keast: Correct, absolutely. Now the counter strategy to that is building multiple power cores as kind of like auxiliary power. That way, if an opponent destroys one of your power cores, your buildings can still receive power from another one.

You can do silly things, like you can wall off your power core just outside the range of most troop types. It allows you more time and protection. If an enemy wants to focus on your power cores, they're going to have to knock down your walls.

Another strategy is to hug your buildings directly next to the power core and surround it.



Prima: Which civilizations do you favor?

Hollander: What we tried to do was come up with fewer civs but ones that are completely different. This is especially seen later in the game, when you are in Tech Levels 3 and 4. The civs play out completely different.

For me, personally I wind up favoring the Trade Federation because it doesn't have the housing. You get a really early game boost, but it's kind of hindered in the late game. The Trade Federation has some fantastic mechs, and I am a big mech fan.

Keast: And my favorite civ is the Wookiees.

Prima: Why is that?

Keast: I don't know why that is, but I just like foot soldiers, and the Wookiees specialize in foot soldiers. They also have extremely powerful artillery that out-ranges all other artillery. So, I place some troopers in front of my artillery and use the artillery a lot.

Prima: What civilizations have you found work well on teams?

Hollander: Generally, we like to group teams that complement each others' weaknesses and strengths. A ground-strong civ and an air- and Jedi-strong civ are good complements.

Prima: So, then Empire and Rebels would be a good pairing?

Keast: Yes, we call it "the Unholy Alliance."

Prima: So a lot of people have noticed that pairing?

Hollander: Yes.

Prima: Have you found a dominant civilization or are there just dominant players?

Hollander: There's always been one dominant civ throughout the balancing process, but we feel that we've pretty much hammered that out. There really is not one that is an all-powerful civ now.

Prima: In the past, which civilizations have been dominant?

Keast: It's changed a lot. It was the Naboo at one point. At another time it was the Gungans and at another point it was the Empire. The Trade Federation was dominant for a while, and so were the Wookiees.

Prima: How fast can your best players go from Tech Level 1 to Tech Level 2?

Keast: The interesting thing is we've actually found that the optimum strategy is to hold back and not race through the tech levels.

Prima: Really?

Keast: Particularly in Tech Level 1. We used to race up to Tech Level 2 in a matter of about five minutes, but what happens is that it leaves you deadly open to a rush. The real key is establishing a basis for your economy. You're not producing workers in the time that you research the next tech level, and one of the ultimate strategies in the game is to remember to always be producing workers if you can. So generally we build about 20 to 30 workers before we go to Tech Level 2; that establishes such a strong basis for your economy that you're able to jump to Tech Level 3 faster.

Prima: In the test tube setting of the basic training missions, I was able to start researching Tech Level 2 in three and one-half minutes.

Keast: Right, but when you're dealing with the computer, it's not nearly as pressing as in multiplayer games. You really don't have to worry about the rush with computers.

Prima: Very true.

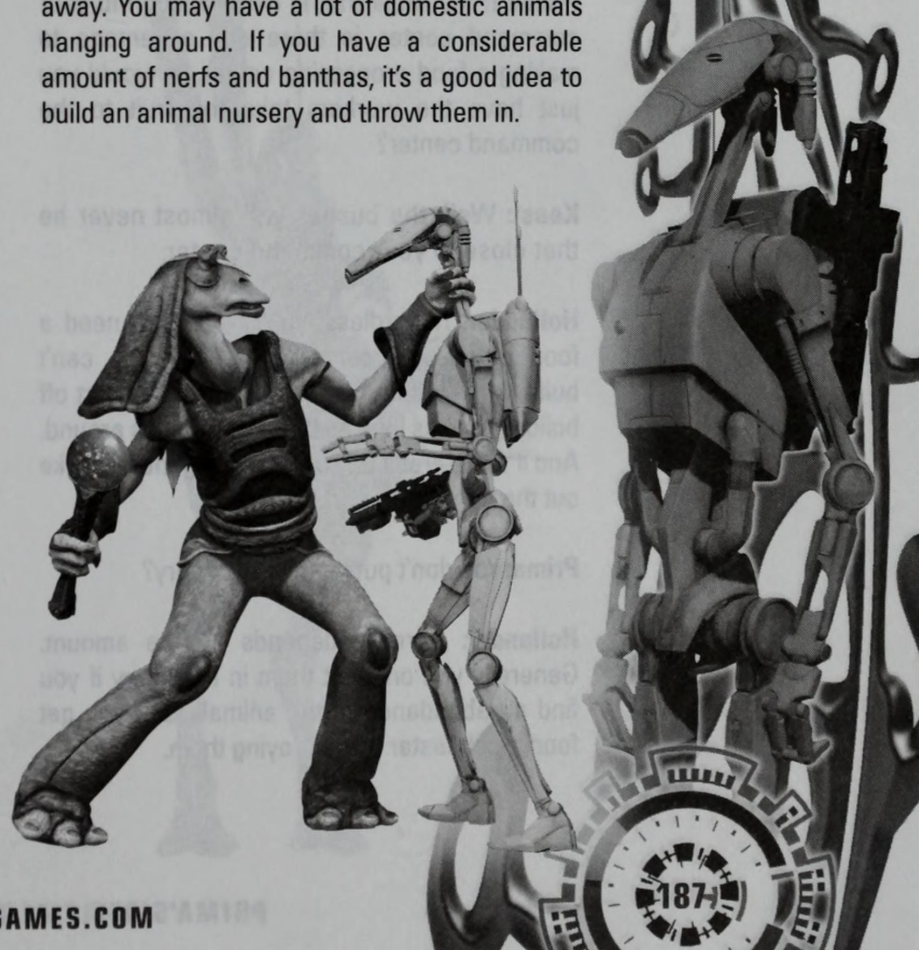
Keast: Part of the reason for waiting to go up to the next tech level is to make sure that you have plenty of military to defend yourself.

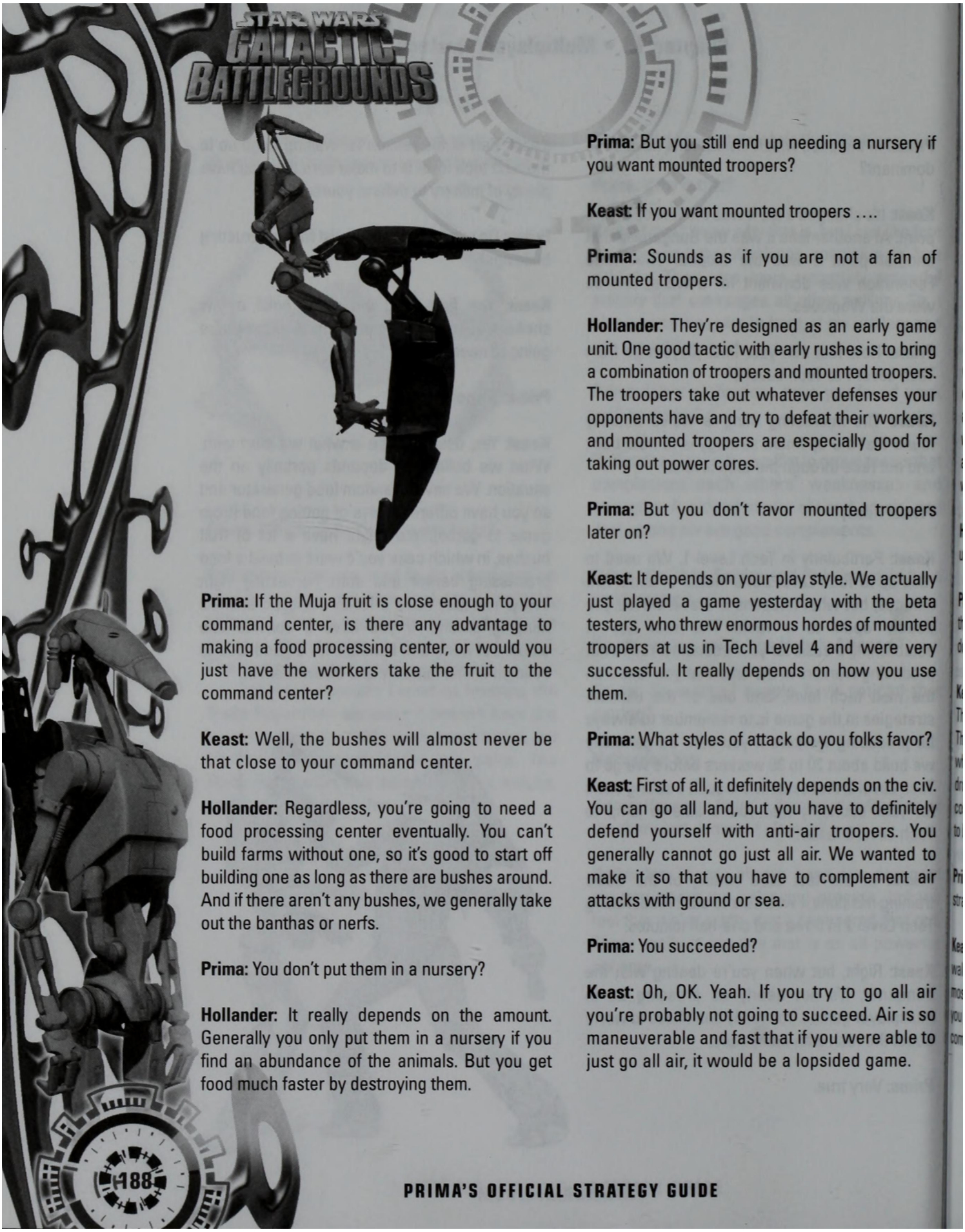
Prima: Do you have a priority list for constructing buildings?

Keast: The first thing we do is build a few shelters so we can support the workers we're going to need.

Prima: Three shelters?

Keast: Yes, usually three is what we start with. What we build next depends partially on the situation. We have a random food generator and so you have different ways of getting food [from game to game]. You might have a lot of fruit bushes, in which case you'd want to build a food processing center and start harvesting right away. You may have a lot of domestic animals hanging around. If you have a considerable amount of nerfs and banthas, it's a good idea to build an animal nursery and throw them in.





Prima: If the Muja fruit is close enough to your command center, is there any advantage to making a food processing center, or would you just have the workers take the fruit to the command center?

Keast: Well, the bushes will almost never be that close to your command center.

Hollander: Regardless, you're going to need a food processing center eventually. You can't build farms without one, so it's good to start off building one as long as there are bushes around. And if there aren't any bushes, we generally take out the banthas or nerfs.

Prima: You don't put them in a nursery?

Hollander: It really depends on the amount. Generally you only put them in a nursery if you find an abundance of the animals. But you get food much faster by destroying them.

Prima: But you still end up needing a nursery if you want mounted troopers?

Keast: If you want mounted troopers ....

Prima: Sounds as if you are not a fan of mounted troopers.

Hollander: They're designed as an early game unit. One good tactic with early rushes is to bring a combination of troopers and mounted troopers. The troopers take out whatever defenses your opponents have and try to defeat their workers, and mounted troopers are especially good for taking out power cores.

Prima: But you don't favor mounted troopers later on?

Keast: It depends on your play style. We actually just played a game yesterday with the beta testers, who threw enormous hordes of mounted troopers at us in Tech Level 4 and were very successful. It really depends on how you use them.

Prima: What styles of attack do you folks favor?

Keast: First of all, it definitely depends on the civ. You can go all land, but you have to definitely defend yourself with anti-air troopers. You generally cannot go just all air. We wanted to make it so that you have to complement air attacks with ground or sea.

Prima: You succeeded?

Keast: Oh, OK. Yeah. If you try to go all air you're probably not going to succeed. Air is so maneuverable and fast that if you were able to just go all air, it would be a lopsided game.

Prima: Yes.

Keast: Depending on the civ .... My favorite is the Wookiees, and I tend to go with a lot of troops and a considerable amount of artillery. You have to bring cannons in to take out buildings, backed by a strong complement of air. Air is very susceptible to anti-air. It's good for scouting the map and doing quick hit and run raids. If you're an air-strong civ, you really need to gauge your opponent's anti-air and decide if you have enough power to overwhelm them with an air attack. If you do, then you can really catch them with their pants down. If they don't have any anti-air, your air can just clean up and they have no way to defend to themselves.

Hollander: Air is good at picking off unprotected workers.

Prima: Speaking of picking off workers, I noticed that Trade Federation destroyer droids are very dominant weapons.

Keast: Those guys are rather powerful right now. They're mostly designed to be troop neutralizers. They are very expensive. They cost 150 nova, which is quite a bit for a single unit. Destroyer droids cost 50 carbon and 150 nova, and fighters cost 60 food and 60 nova. So it costs much less to build a fighter.

Prima: OK. How about walls? Any clever strategies for using walls?

Keast: Players need to get it in their heads that walls are not going to keep them safe. Walls are mostly intended as a warning system. They allow you to know where and when your opponent is coming at you.

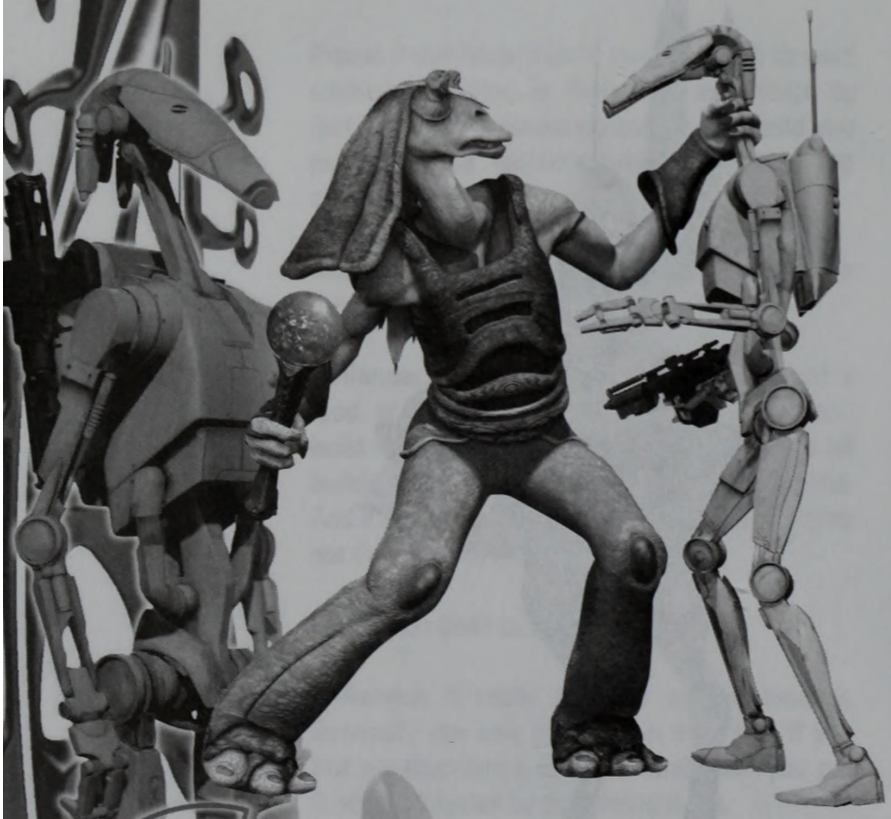
Almost all of our range units can shoot over the walls. What you want to do if you are going to build walls is give a large amount of space between where you build the wall and where you put the buildings you want to protect.

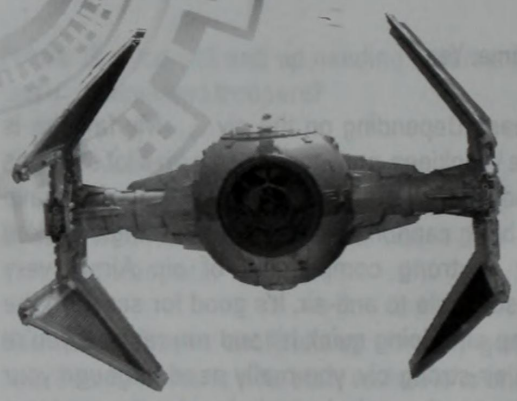
Walls can be used for lots of tricky things. If you find resources that are out in the field and you don't want use the resource yet but you don't want your opponent to have them, you can build a wall around the area. That prevents workers from getting to the resources without bringing troops to take down the wall. And at that point, you're going to get a warning message that they're attacking your wall.

Hollander: When you get up to Tech Level 4, you can buy shield walls that have double the hit points of a normal wall, and they regenerate. Shield walls are actually a fairly effective defense unless your opponent brings the proper siege weapons.

Prima: Any other strategies that you want to discuss?

Keast: One of the sneaky things that I've done to opponents is I run up and convert their turrets with a Jedi Master. Of course, you take damage while you're converting the turret, but once you have it converted, you pop your Jedi inside the turret while he's gaining his health back.





Hollander: Some of the Jedi, like for instance Naboo Jedi, have stealth. When you have stealth, none of your enemies can detect you unless they have detector units such as bounty hunters. With stealth, you can walk all the way up to important targets like fambaa shield generators and convert them, or run if you get caught. You can create a lot of havoc with these crazy Jedi hit-and-run tactics.

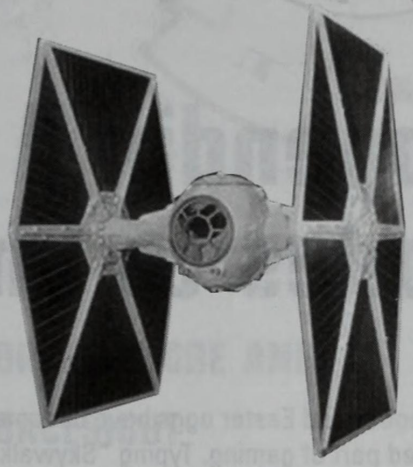
Keast: Let's get into stealth for a second here. Basically, once you buy stealth, and it's a rather expensive upgrade, there are several ways that your opponent will be able to see you.

With stealth, your Jedi is going to be invisible as long as he is not doing anything. We like to keep them hidden. When Jedi attack things they become visible, and when they convert units they become visible, but as soon as they finish, they become invisible again. But particular units, such as bounty hunters, can automatically see them, and there is an upgrade that allows Jedi to see other stealth Jedi.

The main detector unit is sentry posts. Fortress units can also detect stealth Jedi. Dark troopers, which are unique to the Empire, can detect Jedi, just like bounty hunters.

Prima: Anything else players need to know?

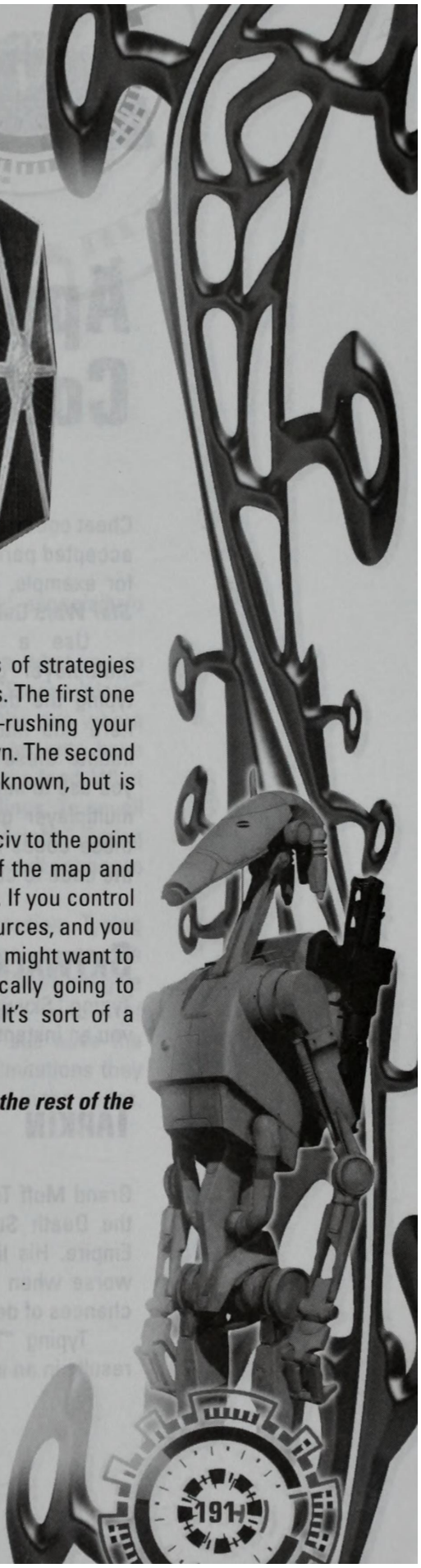
Keast: The game is designed to reward the aggressive player. A lot of players have a tendency to want to hang out in their base and build up their forces. If you are going to defeat your opponents, you need to attack them and hinder their progress. The best offensive strategy is to bring workers with your troops and build military buildings near your opponent's base. Then, if your forces are exhausted, you can refresh them immediately.



Hollander: There are two types of strategies that come out in Death Matches. The first one is basically being a rusher—rushing your enemy until you break them down. The second one, which isn't as commonly known, but is effective, is being a pusher.

Pushing is expanding your civ to the point at which you own 90 percent of the map and your opponent owns 10 percent. If you control all of the map and all of the resources, and you squelch anything your opponent might want to do to counter you, you're basically going to push them out of the game. It's sort of a defensive/offensive tactic.

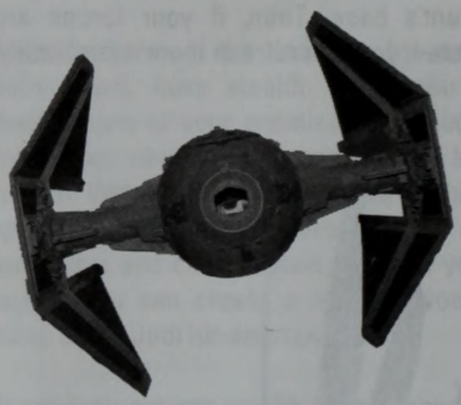
Prima: ***Thanks to all of you and the rest of the folks at LucasArts.***



Appendix A
Codes to Cheat By

Cheat codes and Easter eggs have become an accepted part of gaming. Typing "Skywalker," for example, gives you an instant victory in ***Star Wars* Galactic Battlegrounds**.

Use a secret code in single- or multiplayer games by hitting [Enter], then typing the desired code word from the list here and hitting [Enter] a second time. You initiate these codes with the same process you use to send messages to other players in multiplayer games. In fact, when you type these codes in multiplayer games, you send the code to other people as a chat line.



Skywalker

Typing "Skywalker" results in the game giving you an instant win.

Tarkin

Grand Moff Tarkin was the chief officer over the Death Star and a driving force in the Empire. His life took an abrupt turn for the worse when he underestimated the Rebels' chances of defeating the Death Star.

Typing "Tarkin," as you might imagine, results in an immediate defeat.

Darkside1-8

In multiplayer games, each participant is assigned a player number for ease of identification. To "off" another player, type "Darkside" and that player's numerical identifier, and his or her civilization is eliminated.

Force Codes

Sometimes you need a boost to get you through a scenario. Typing "Forcefood" advances you 1,000 units of food. Typing "Forcecarbon" nets you 1,000 units of carbon; "Forcenova" scores you 1,000 units of nova crystals; and "Forceore" gets you 1,000 units of ore.

Forcebuild

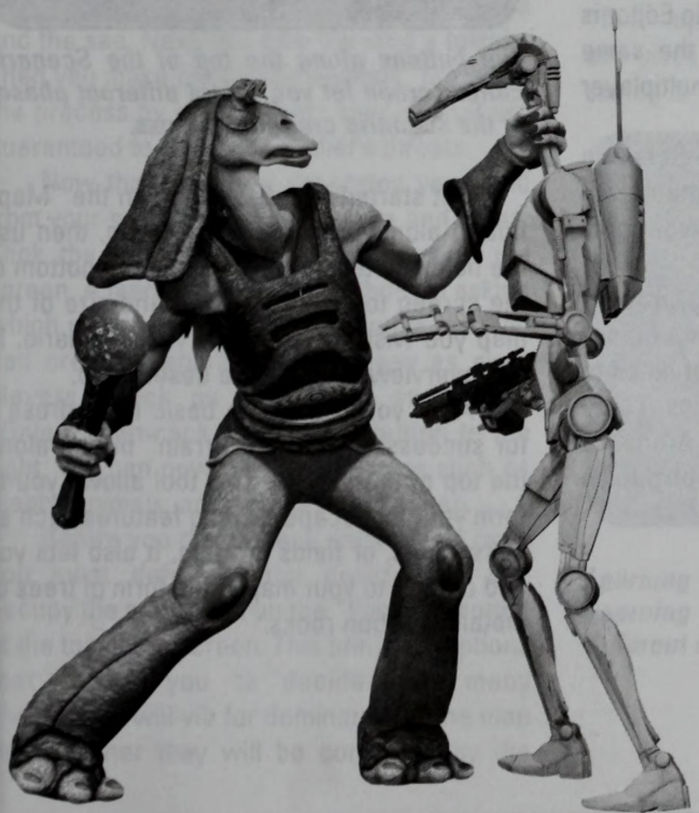
If you become impatient waiting for your workers to erect a building, for your processing centers to research some new technology, or for your troop center to cough up new soldiers, typing "forcebuild" immediately completes the project. This does not mean that you get that monument your workers were making for free, but it does mean that you don't need to sit around waiting for them to build it.

Forceexplore and Forcesight

These last two codes are helpful, especially in conjunction with one another.

In real-time strategy games, what you do not know will hurt you. Typing "Forceexplore" reveals the entire game map. You see where resources are, where your opponents have buildings, and the overall lay of the land. What you do not see is units or buildings. To unveil the rest of the story, type "Forcesight." Typing both codes gives you full access to the entire map.

A word of caution: Typing these codes enables you to see the entire map, but it does not give your units that kind of omnipotence. They still have the same line-of-sight limitations they had before you typed in the codes.



Appendix B Scenario Editor

Beating the packaged campaigns that come with ***Star Wars* Galactic Battlegrounds** is fun, and carving a niche on the Net is a feat, but the highest expression of mastering this game is learning to make your own worlds and scenarios. Including scenario editors with which players design their own levels and missions has become a tradition with real-time strategy games, and this game is no different.

A button for starting the Scenario Editor is at the bottom of the main menu, the same menu you use to start single- or multiplayer games.

There are many nuances to the Scenario Editor. This appendix does not attempt to cover every point. This section is meant only as a cursory introduction.

You start the scenario-building process with a blank map. The default map is a grassy field, but there are nearly 30 kinds of maps to choose from: from deserts to swamps. There are also customized maps such as "Arena," a map with forests or other natural obstacles framing a playable field.

The buttons along the top of the Scenario Editor screen let you select different phases of the scenario creation process.

Get started by left-clicking on the "Map" button along the top of the screen, then use the fields on the interface along the bottom of the screen to select the type and size of the map you wish to include in your scenario. In this overview, we select a desert map.

After you create the basic map, dress it for success. Click the "Terrain" button along the top of the screen. This tool allows you to form your landscape, adding features such as cliffs, lakes, or fields of stars. It also lets you add carbon to your map in the form of trees or metallic carbon rocks.

Carbon is a critical issue in the game. The amount of carbon you place and the effort players must expend to retrieve it determine the tenor of your game. Players can do without fish, Muja fruit, even ore, but without carbon, they cannot progress.

With the Terrain Editor, you can add features to your map, even features such as water, snow, and stars.

You begin with nothing, then choose the land and the sea. Next, you give the land a terrain. Then you make plants and animals. You finish the process by creating two species that are guaranteed to be at each other's throats.

Now that you have separated your land from your sea, it's time to add flora and fauna. Click the "Units" button on the top of the screen. A menu appears on the bottom asking which player you wish to place units for. (You can create scenarios for as many as eight players.) Click on that menu and select "Gaia." Then click the "Other" button to the right. You can now place furnishings such as plants, animals, and scenery on the map.

Before you place these units on the map, you must define which civilizations will occupy the map. Click on the "Players" button at the top of the screen. This brings up options that enable you to decide how many civilizations will vie for dominance of the map and whether they will be controlled by the computer or other players. This important tool lets you assign different civilizations to each player and define how many units of resources players will have as the scenario begins. It also allows you to set population limits.

The final step in the creation process is to add occupants. Click on the "Units" button at the top of the screen. This time, instead of selecting "Gaia," click on "Player 1." To build a city on the map, click on the "Buildings" button. You do not have to give your players buildings if you prefer them to start as vagabonds.

After you are ready to place characters on the map, click on the "Units" button. The menu on the screen's left-hand side lists dozens of items for you to place throughout the map. This menu covers more than characters; it also lists vehicles and weapons of all sorts.

After you place all the elements on the map, assess your work. Click on the "Menu" button in the top right corner. Then click on the "Test" option. This brings up your scenario and gives you the opportunity to try it without saving it.

Learning how to build a scenario is easy. Learning how to balance it is an entirely different subject.

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